

Radiance Character Sheet

Player Name _____

Character Name _____

Class/es and Level/s _____

Appearance _____

Race _____ Size _____ Sex _____ Age Bracket _____ **Comeliness**

Age _____ Height _____ Weight _____ Skin _____ Hair _____ Eyes _____

Attributes

	Score	Attribute Modifier
STR	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>

Encounters

Initiative Bonus = ^{Dex Mod} + ^{Other}

Vision /Senses: _____

Languages: _____

Religion

Alignment **Faith Pts**

Deity _____

Skills

		Attr Mod	Other
Acrobatics	<input type="text"/>	<input type="text"/>	Dex + <input type="text"/>
Appraise	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Arcana	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Athletics	<input type="text"/>	<input type="text"/>	Str + <input type="text"/>
Bluff	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Craft	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Diplomacy	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Disguise	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Dungeoneering	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Endurance	<input type="text"/>	<input type="text"/>	Con + <input type="text"/>
Handle Animal	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
Heal	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
History	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Insight	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>	Str + <input type="text"/>
Literacy	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Mechanics	<input type="text"/>	<input type="text"/>	Dex + <input type="text"/>
Music	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Nature	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>
Nobility	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Perception	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
Pilot	<input type="text"/>	<input type="text"/>	Dex + <input type="text"/>
Religion	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>	Dex + <input type="text"/>
Streetwise	<input type="text"/>	<input type="text"/>	Cha + <input type="text"/>
Survival	<input type="text"/>	<input type="text"/>	Wis + <input type="text"/>
Trick	<input type="text"/>	<input type="text"/>	Dex + <input type="text"/>
Warcraft	<input type="text"/>	<input type="text"/>	Int + <input type="text"/>

Hit Points

Wounds ^{Max} ^{Current}

Vitality

Max Vitality = level * 5 + Con Mod

Bleeding Disabled
 Diseased Poisoned

Napped Today?

Night's rest = lvl * Con Mod

Saves

Fort = 10 + ^{1/2 level} + ^{Attr Mod} + ^{Other}

Reflex = 10 + ^{1/2 level} + ^{Attr Mod} + ^{Other}

Will = 10 + ^{1/2 level} + ^{Attr Mod} + ^{Other}

Resistances: _____

Conditions: Dazed | Stunned | Confused
 Shaken | Frightened | Panicked | Fatigued
 Exhausted | Unconscious | Distracted

Movement

Speed ^{Best} ^{Current}

Other _____

Damage Reduction

Armor: _____

DR = ^{Armor} + ^{Shield} + ^{Other}

Weapons

Weapon	Rating	Attack	Damage	Range	Special
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Experience Points Xp

Known Abilities

Theme, Background, Awards

Theme Background _____

Culture Template _____

Affiliations

Faction **Sigil**

Gear

Item Description	Slots	Item Description	Slots

Current Situation

World Date Location

Wealth _____

cp: _____ sp: _____ gp: _____ pp: _____

Gems / Jewels: _____

Property: _____

Monthly Income: _____ Monthly Upkeep: _____

Encumbrance

Total Slots

Max Slots

Over-loaded? _____