

NAME _____

RACE: _____ CULTURE: _____

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____

SIZE: _____ VISION: _____

LANGUAGES: _____

RACIAL TRAITS: _____

PERSONALITY TRAITS: _____

BASE CLASS: _____ LEVEL: _____

ADVANCED CLASS: _____ LEVEL: _____

FACTION CLASS: _____ LEVEL: _____

VITALS

		RACE	CLASS	RANKS	OTHER
_____	AGILITY (AGI)	_____	+ _____	+ _____	+ _____
_____	POWER (POW)	_____	+ _____	+ _____	+ _____
_____	MASS (MAS)	_____	+ _____	+ _____	+ _____
_____	STAMINA (STA)	_____	+ _____	+ _____	+ _____
_____	ETHOS (ETH)	_____	+ _____	+ _____	+ _____
_____	LOGIC (LOG)	_____	+ _____	+ _____	+ _____
_____	VIGOR (VIG)	_____	+ _____	+ _____	+ _____

CLASS FEATURES: _____

EXPERIENCE POINTS: _____

WEAPON SKILLS

_____	AXE	MARTIAL	CLASS	_____	+ POW	- 1d6	- 1d6
_____	BLUNDERBUSS	PROJECTILE	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	CENSER	OCCULT	CLASS	_____	+ VIG	- 1d6	- 1d6
_____	CLOCKBOW	PROJECTILE	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	DAGGER	MARTIAL	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	DRAGONGUN	SCIENTIFIC	CLASS	_____	+ POW	- 1d6	- 1d6
_____	FLAIL	MARTIAL	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	GAUNTLET	MAR. & SCI.	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	GRENADE	SCIENTIFIC	CLASS	_____	+ STA	- 1d6	- 1d6
_____	GUNBLADE	MAR. & PRO.	CLASS	_____	+ STA	- 1d6	- 1d6
_____	HAMMER	MARTIAL	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	MUSKET	PROJECTILE	CLASS	_____	+ STA	- 1d6	- 1d6
_____	PISTOL	MARTIAL	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	POLEARM	MARTIAL	CLASS	_____	+ STA	- 1d6	- 1d6
_____	RELIC	OCCULT	CLASS	_____	+ VIG	- 1d6	- 1d6
_____	REPEATER	PROJECTILE	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	SABER	MARTIAL	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	SCEPTER	MARTIAL	CLASS	_____	+ STA	- 1d6	- 1d6
_____	SCROLL	DIVINE	CLASS	_____	+ ETH	- 1d6	- 1d6
_____	STAFF	ARCANE	CLASS	_____	+ LOG	- 1d6	- 1d6
_____	STEAMBOW	PROJECTILE	CLASS	_____	+ POW	- 1d6	- 1d6
_____	SWORD	MARTIAL	CLASS	_____	+ POW	- 1d6	- 1d6
_____	TOME	DIVINE	CLASS	_____	+ ETH	- 1d6	- 1d6
_____	UNARMED	MARTIAL	CLASS	_____	+ POW	- 1d6	- 1d6
_____	WAND	ARCANE	CLASS	_____	+ LOG	- 1d6	- 1d6
_____	WHIP	MARTIAL	CLASS	_____	+ AGI	- 1d6	- 1d6

NOTES: _____

UTILITY SKILLS

_____	BREAK	UTILITY	CLASS	_____	+ MAS	- 1d6	+ 1d6
_____	CHARISMA	UTILITY	CLASS	_____	+ VIG	- NONE	- NONE
_____	CLIMB	UTILITY	CLASS	_____	+ STA	- 1d6	- 1d6
_____	CONVINCE	UTILITY	CLASS	_____	+ VIG	- NONE	- NONE
_____	HANDLE	UTILITY	CLASS	_____	+ ETH	- NONE	- NONE
_____	HEAVE	UTILITY	CLASS	_____	+ MAS	- 1d6	- 1d6
_____	JUMP	UTILITY	CLASS	_____	+ POW	- 1d6	- 1d6
_____	LORE	UTILITY	CLASS	_____	+ LOG	- NONE	- NONE
_____	MEDICINE	UTILITY	CLASS	_____	+ ETH	- NONE	- NONE
_____	MERCANTILE	UTILITY	CLASS	_____	+ VIG	- NONE	- NONE
_____	NAVIGATE	UTILITY	CLASS	_____	+ ETH	- NONE	- NONE
_____	PERFORM	UTILITY	CLASS	_____	+ VIG	- NONE	- NONE
_____	PILOT	UTILITY	CLASS	_____	+ LOG	- NONE	- NONE
_____	REPAIR	UTILITY	CLASS	_____	+ LOG	- NONE	- NONE
_____	SEARCH	UTILITY	CLASS	_____	+ ETH	- NONE	- NONE
_____	SPRINT	UTILITY	CLASS	_____	+ POW	- 1d6	- 1d6
_____	STEALTH	UTILITY	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	SWIM	UTILITY	CLASS	_____	+ STA	- 1d6	- 1d6
_____	THIEVERY	UTILITY	CLASS	_____	+ AGI	- 1d6	- 1d6
_____	TRAPS	UTILITY	CLASS	_____	+ LOG	- NONE	- NONE

NOTES: _____

ABILITIES

DISCIPLINE	WEAPON	ABILITY RANKS						
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WEAPONS

WEAPON:	CHECK:		
CRITICAL:	DAMAGE (W):		
RCH:	RNG:	CAP:	WGT:
WEAPON:	CHECK:		
CRITICAL:	DAMAGE (W):		
RCH:	RNG:	CAP:	WGT:
WEAPON:	CHECK:		
CRITICAL:	DAMAGE (W):		
RCH:	RNG:	CAP:	WGT:
WEAPON:	CHECK:		
CRITICAL:	DAMAGE (W):		
RCH:	RNG:	CAP:	WGT:

CURRENT HEALTH

CURRENT STEAM

CURRENT ARMOR

LOAD

50 + MAS + STA + ETH + [10 × $\frac{ETH}{10}$]

REFLEX

AGI + LOG - $\frac{ETH}{10}$ - $\frac{WGT}{10}$

SPEED

5 + [POW + VIG] / 5 - $\frac{ETH}{10}$ - [$\frac{WGT}{2}$]

DEX DEFENSE

10 + AGI + POW - $\frac{ETH}{10}$ - $\frac{WGT}{10}$

GUTS DEFENSE

10 + MAS + ETH + $\frac{ETH}{10}$ - $\frac{WGT}{10}$

WITS DEFENSE

10 + LOG + VIG

HEALTH

LEVEL + (2 × [AGI + POW + MAS + STA])

STEAM

LEVEL + (2 × [ETH + LOG + VIG + STA])

ARMOR

ARMOR PIECE	PHYSICAL	ELEMENTAL	ETHEREAL	PEN	WGT
1:	_____	_____	_____	_____	_____
2:	_____	_____	_____	_____	_____
3:	_____	_____	_____	_____	_____
4:	_____	_____	_____	_____	_____
5:	_____	_____	_____	_____	_____
6:	_____	_____	_____	_____	_____
SHIELD:	_____	_____	_____	_____	_____
BONUSES & MODIFIERS	_____	_____	_____	_____	_____
TOTALS	_____	_____	_____	_____	_____

