

Name

Level		adept	expert	warrior
Size		Reputation		
Speed		Wealth		

Abilities

Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Combat

Combat Bonus	
Attack Bonus	combat bonus + Dexterity + size
Grapple Bonus	combat bonus + Strength + size
Dodge Defense	10 + combat bonus + Dexterity + size + ...
Parry Defense	10 + combat bonus + Strength + size + ...
Flat Footed	10 + combat bonus + size

Damage Track

bruised	dazed	staggered	<input type="checkbox"/>	unconscious	<input type="checkbox"/>		
hurt	wounded	disabled	<input type="checkbox"/>	dying	<input type="checkbox"/>	dead	<input type="checkbox"/>
0	5+	10+		15+			

Weapons

weapon	attack bonus	damage bonus	critical	range
weapon	attack bonus	damage bonus	critical	range
weapon	attack bonus	damage bonus	critical	range

Background

Traits

Conviction		Vice
Core Ability		Virtue

Saving Throws

Fortitude	
Reflex	
Will	
Toughness	Constitution + armour + feats

Supernatural Powers

Power Rank	3 + adept level
Save Difficulty	10 + half adept level
Key Ability	
Supernatural Philosophy	

Initiative

Initiative	Dexterity + feats
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Fatigue Track

winded	<input type="checkbox"/>	fatigued	<input type="checkbox"/>	exhausted	<input type="checkbox"/>
Fatigue Save Modifier					

Check Penalty

Check Penalty	
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Skills

	rank	bonus
	rank	bonus
	rank	bonus
	rank	bonus
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	rank	bonus
	rank	bonus

Armour & Shield

armor	tough bonus	check penalty
shield	defense bonus	check penalty

Feats & Powers

power check bonus = rank + key ability + supernatural philosophy

Equipment

Languages