

ALTERED REALMS

XP		Active Effects	
Melee Attacks			
Weapon Bonus	Training Bonus	Str / Dex Mod.	Attack Bonus
+		=	
Damage Die / Dice	Damage Bonus	Strength Mod.	Damage Total
+		=	
Ranged Attacks			
Weapon Bonus	Training Bonus	Dexterity Mod.	Attack Bonus
+		=	
Damage Die / Dice	Damage Bonus		Damage Total
+		=	

Name		Species		Age	
Eyes		Skin		Hair	
Height		Weight			
Archetypes				Level	
Origin Story					

STR Save

Total

Strength

Mod.

Trained

Might Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

Portrait

Attribute Training Misc. Total
Modifier Mod. Mod. Mod.

Athletics _____ + _____ + _____ = _____ Trained

Dexterity Modifier Misc. Modifiers Initiative

_____ + _____ = _____

Moral Compass

Moral Compass A < Moral Trend > Moral Compass B

CON Save

Total

Constitution

Mod.

Trained

Stamina Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

STR Notes

Max HP (Hit Points)

AC (Armor Class)

Max Armor

Move Speed

Current HP

Wound Threshold (1/3rd of Max HP)

Current Armor

Current Wounds

Move Types

Movements per Turn	Melee Attacks per Turn	Ranged Attacks per Turn	Melee Spell Attacks per Turn	Ranged Spell Attacks per Turn	Motions per Turn	Reactions per Turn

Abilities

DEX Save

Total

Dexterity

Mod.

Trained

Focus Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

DEX Notes

Attribute Training Misc. Total
Modifier Bonus Mod. Mod.

Acrobatics _____ + _____ + _____ = _____ Trained

Driving _____ + _____ + _____ = _____

Fine Motor _____ + _____ + _____ = _____

Stealth _____ + _____ + _____ = _____ Trained

Traits

INT Save

Total

Intellect

Mod.

Trained

Brainstorm Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

INT Notes

Attribute Training Misc. Total
Modifier Bonus Mod. Mod.

Arcane _____ + _____ + _____ = _____

Engineering _____ + _____ + _____ = _____

Investigation _____ + _____ + _____ = _____

Knowledge _____ + _____ + _____ = _____

Medicine _____ + _____ + _____ = _____ Trained

Traits

WIS Save

Total

Wisdom

Mod.

Trained

Willpower Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

WIS Notes

Attribute Training Misc. Total
Modifier Bonus Mod. Mod.

Apothacy _____ + _____ + _____ = _____

Insight _____ + _____ + _____ = _____

Navigation _____ + _____ + _____ = _____

Perception _____ + _____ + _____ = _____

Survival _____ + _____ + _____ = _____ Trained

Traits

CHA Save

Total

Charisma

Mod.

Trained

Panache Points

Maximum

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Current

CHA Notes

Attribute Training Misc. Total
Modifier Bonus Mod. Mod.

Charm _____ + _____ + _____ = _____

Debate _____ + _____ + _____ = _____

Deception _____ + _____ + _____ = _____

Intimidation _____ + _____ + _____ = _____ Trained

Quirks

Wallet

Languages	Understand	Speak	Read	Write

Back-Pack

Finances

Name

Contacts & Connections

Headwear

Right Side Holsters

Left Side Holsters

Coat/Cloak

Chestwear

R Hand

L Hand

Belt

Legwear

Footwear

Pockets & Pouches

In Storage

