ALTERED REALMS

XP

Active Effects

Melee Attacks

Weapon Name	Weapon Bonus	Training Bonus	STR or DEX MOD	Attack Roll Modifier	Damage Die / Dice	Weapon Bonus	Str / Dex MOD
	+	+	=			+	
	+	+	=			+	
	+	+	=			+	
	+	+	=			+	

Ranged Attacks

Weapon Name	Weapon Bonus	Training Bonus	DEX MOD	Attack Roll Modifier	Damage Die / Dice	Weapon / Ammo Bonus
	+	+	=			+
	+	+	=			+
	+	+	=			+
	+	+	=			+
	+	+	=			+
	+	+	=			+

Name	Species	Age

Eyes	Skin	Hair	Height	Weight

Archetypes	Level

Origin Story

Portrait

Attributes

STR Save — **Strength** — Total — 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

STR Notes

	Attribute Modifier	Training Mod.	Misc. Mod.	Total Mod.
Athletics	___ +	___ +	___ =	___ ◯ Trained

CON Save — **Constitution** — Total — 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

CON Notes

Dexterity Modifier	Misc. Modifiers	Initiative
___ +	___ =	___

Max HP (Hit Points)	AC (Armor Class)	Max Armor	Move Speed

Current HP	Wound Threshold (1/3rd of Max HP)	Current Armor	Move Types
	Current Wounds		

DEX Save — **Dexterity** — Total — 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 Modifier	Training Bonus	Misc. Mod.	Total Mod.
Acrobatics	___ +	___ +	___ =	___ ◯
Driving	___ +	___ +	___ =	___ ◯
Fine Motor	___ +	___ +	___ =	___ ◯
Stealth	___ +	___ +	___ =	___ ◯ Trained

INT Save — **Intellect** — Total — 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 Modifier	Training Bonus	Misc. Mod.	Total Mod.
Arcane	___ +	___ +	___ =	___ ◯
Engineering	___ +	___ +	___ =	___ ◯
Investigation	___ +	___ +	___ =	___ ◯
Knowledge	___ +	___ +	___ =	___ ◯
Medicine	___ +	___ +	___ =	___ ◯ Trained

WIS Save — **Wisdom** — Total — 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 Modifier	Training Bonus	Misc. Mod.	Total Mod.
Chemistry	___ +	___ +	___ =	___ ◯
Insight	___ +	___ +	___ =	___ ◯
Navigation	___ +	___ +	___ =	___ ◯
Perception	___ +	___ +	___ =	___ ◯
Survival	___ +	___ +	___ =	___ ◯ Trained

CHA Save — **Charisma** — Total — 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 Modifier	Training Bonus	Misc. Mod.	Total Mod.
Charm	___ +	___ +	___ =	___ ◯
Debate	___ +	___ +	___ =	___ ◯
Deception	___ +	___ +	___ =	___ ◯
Intimidation	___ +	___ +	___ =	___ ◯ Trained

Language	Understand	Speak	Read	Write

Wallet

Moral Compass

Moral Compass A	< Moral Trend >	Moral Compass B

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

Traits

Quirks

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

Spells, Manuevers and Programs

Name

Spell Attack Modifier	Save DCs		Sustaining	Sustain Cost

Spell Attack Modifier

_____ + _____ = _____
Casting   Training   Total
Modifier   Bonus

Save DCs

Maneuver 7 + _____ + _____ = _____
Modifier Training Total

Spell 7 + _____ + _____ = _____
Modifier Training Total

Program 7 + _____ + _____ = _____
Modifier Training Total

Sustaining

_____
_____
_____
_____

Sustain Cost

+ _____
+ _____
+ _____
= _____

Spells / Manuevers / Programs	Spells / Manuevers / Programs	Spells / Manuevers / Programs
Tier I	Tier I	Tier I
Tier II	Tier II	Tier II
Tier III	Tier III	Tier III