

ALTERED REALMS

XP

Active Effects

Melee Attacks

Weapon Bonus

Training Bonus

STR or DEX MOD

Attack Roll Modifier

Damage Die / Dice

Weapon Bonus

Str / Dex MOD

Weapon Name

Ranged Attacks

Weapon Name

Weapon Bonus

Training Bonus

DEX MOD

Attack Roll Modifier

Damage Die / Dice

Weapon / Ammo Bonus

STR Save

Total

Strength

Mod.

Trained

Might Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

STR Notes

CON Save

Total

Constitution

Mod.

Trained

Stamina Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

CON Notes

DEX Save

Total

Dexterity

Mod.

Trained

Focus Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

DEX Notes

INT Save

Total

Intellect

Mod.

Trained

Brainstorm Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

INT Notes

WIS Save

Total

Wisdom

Mod.

Trained

Willpower Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

WIS Notes

CHA Save

Total

Charisma

Mod.

Trained

Panache Points

Maximum

123456789101112131415161718

123456789101112131415161718

Current

CHA Notes

Wallet

Attribute Modifier

Training Mod.

Misc. Mod.

Total Mod.

Athletics

+

+

=

Trained

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

Attribute Modifier

Training Bonus

Misc. Mod.

Total Mod.

Acrobatics

+

+

=

Trained

Driving

+

+

=

Trained

Fine Motor

+

+

=

Trained

Stealth

+

+

=

Trained

Attribute Modifier

Training Bonus

Misc. Mod.

Total Mod.

Arcane

+

+

=

Trained

Engineering

+

+

=

Trained

Investigation

+

+

=

Trained

Knowledge

+

+

=

Trained

Medicine

+

+

=

Trained

Attribute Modifier

Training Bonus

Misc. Mod.

Total Mod.

Chemistry

+

+

=

Trained

Insight

+

+

=

Trained

Navigation

+

+

=

Trained

Perception

+

+

=

Trained

Survival

+

+

=

Trained

Attribute Modifier

Training Bonus

Misc. Mod.

Total Mod.

Charm

+

+

=

Trained

Debate

+

+

=

Trained

Deception

+

+

=

Trained

Intimidation

+

+

=

Trained

Language

Understand

Speak

Read

Write

Name

Species

Age

Eyes

Skin

Hair

Height

Weight

Archetypes

Level

Origin Story

Portrait

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		Coat/Cloak		Left Side Holsters	
		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		
<div> <div> <div></div> <div>+</div> <div></div> </div> <div>=</div> <div></div> </div> <div> <div>Casting</div> <div>Modifier</div> </div> <div> <div>Training</div> <div>Bonus</div> </div> <div>Total</div>			<div> <div>Maneuver</div> <div>7</div> <div>+</div> <div></div> <div>+</div> <div></div> <div>=</div> <div></div> </div> <div> <div>Modifier</div> <div>Training</div> <div>Total</div> </div>			<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>			<div></div> <div>+</div> <div></div> <div>+</div> <div></div> <div>+</div> <div></div> <div>=</div> <div></div>		
			<div> <div>Spell</div> <div>7</div> <div>+</div> <div></div> <div>+</div> <div></div> <div>=</div> <div></div> </div> <div> <div>Modifier</div> <div>Training</div> <div>Total</div> </div>								
			<div> <div>Program</div> <div>7</div> <div>+</div> <div></div> <div>+</div> <div></div> <div>=</div> <div></div> </div> <div> <div>Modifier</div> <div>Training</div> <div>Total</div> </div>								
Spells / Manuevers / Programs			Spells / Manuevers / Programs			Spells / Manuevers / Programs			Spells / Manuevers / Programs		
Tier I			Tier I			Tier I			Tier I		
Tier II			Tier II			Tier II			Tier II		
Tier III			Tier III			Tier III			Tier III		