

**CHARACTER NAME**

**HEALTH POINTS**

**STRENGTH**

□□□□□□□□□□

**BRAWN** (STR x 5)

**POWER POINTS**

**DEXTERITY**

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**COORDINATION** (DEX x 5)

**SPEED**

**CONSTITUTION**

□□□□□□□□□□

**VITALITY** (CON x 5)

**WILL**

□□□□□□□□□□

**TENACITY** (WIL x 5)

**INTELLIGENCE**

□□□□□□□□□□

**INTELLECT** (INT x 5)

**CHARISMA**

□□□□□□□□□□

**CHARM** (CHA x 5)



**WEAPONS**

TYPE

DAMAGE

NOTES

**GODSHARD POWERS**

GODSHARD

PASSIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

□□□□

**EARTH ESSENCE**

(+1 ARMOR)

□□□□

**FIRE ESSENCE**

(+1 DAMAGE)

□□□□

**WATER ESSENCE**

(+2 HP)

□□□□

**AIR ESSENCE**

(+2 PP)

- ACROBATICS (DEX)
- ANIMAL HANDLING (CHA)
- ATHLETICS (STR)
- COMMAND (CHA)
- CRAFTING (DEX)
- DODGE (DEX)
- INSIGHT (WIL)
- LITERACY (INT)
- MANIPULATION (CHA)
- MARTIAL WEAPONS (STR)
- MEDICINE (INT)
- NATURE (INT)
- PERCEPTION (WIL)
- PERFORMANCE (CHA)
- RANGED WEAPONS (DEX)
- SAILING (DEX)
- SEIGE WEAPONS (DEX)
- SIMPLE MELEE WEAPONS (STR)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (INT)
- UNARMED COMBAT (STR)

**TALENTS**

**NOTES**



## WEALTH

COINS

Total Number  
of Shards,  
Coins & Gems    Item Slots

/ 100 =

1 Gallon of Water = 1 Shard  
1 Shard = 10 Coins (Ç)

Your first 10 items are in  
your pockets, belt, etc.

## MAXIMUM ITEM SLOTS

STRENGTH + 10

## USAGE DIE CHAIN

D12 - D10 - D8 - D6 - D4

## EQUIPPED ARMOR

Protection Rate  Weight  Integrity

Notes

## EQUIPPED SHIELD

Parry Bonus  Weight  Integrity

Notes

## NON-ENCUMBERING ITEMS

## ENCUMBERING ITEMS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

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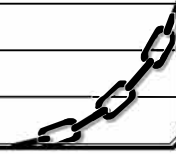
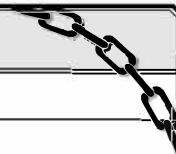
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# SORCERY

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