Dino Pirates of Ninja Island

Name			
Background			
Role/Level			
Prof. Skill		Wealth	

Description/History

Virtue		Vice	

Saving Throws

TOUGH Toughness	
FORT Fortitude	
REFLEX	
WILL	

Abilties

Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Combat

Initiative Bonus	
Combat Bonus	

Defense

Base	Dodge	Parry

Damage Track

	0	10+	15+	20+	
/	Bruised	Dazed	Staggered	Unconscious	
	☐☐☐	☐	☐	☐	☐
X	Hurt	Wounded	Disabled	Dying	Dead

Weapon	Attack Bonus	Damage	Range
Maneuver		Disarm, Grapple, Overrun, Rush, Sunder, Trip	

Skills

Name	Bonus	Stunts
		Mark off each time you use a skill for Stunting.

Feats & Powers

Key Ability:	
Power Ranks:	
Power Bonus: Ranks + Key Ability	
Power Save DC: 9 + 1/2 Ranks + Key Ability	
Resilience Bonus: Wis + Feats	

C, F, M, MC: Concentration, Fatiguing, Maintenance, Mental Contact

Special Abilities

Equipment

Total Weight/Load:

SCRATCH FACTORY

Conviction

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Mark boxes (in pencil) as you earn Conviction, and erase as you spend.