

Name	
Background	
Role/Level	Reputation
Prof. Skill	Wealth



Description/History		Saving Throws	
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	TOUGH Toughness	
	FORT Fortitude	
	REFLEX	
	WILL	

Virtue		Vice	
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Abilities	Combat	Skills		
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Strength		Initiative Bonus		Name	Bonus	Stunts	
Dexterity		Combat Bonus					
Constitution		Defense					
Intelligence		Base	Dodge				Parry
Wisdom							
Charisma							

Damage Track

0	10+	15+	20+		
/	Bruised	Dazed	Staggered	Unconscious	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
x	Hurt	Wounded	Disabled	Dying	Dead

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

Mark off each time you use a skill for Stunting.

Feats & Powers	
Key Ability:	
Power Ranks:	
Max Power Bonus:	Ranks + Key Ability
Max Power Save DC:	9 + 1/2 Ranks + Key Ability

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

Special Abilities

Equipment

Total Weight/Load:

Conviction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Mark boxes (in pencil) as you earn Conviction, and erase as you spend.

