

# GAMEDAY CHARACTER SHEET

PLAYER: \_\_\_\_\_

CHARACTER: \_\_\_\_\_

RACE: \_\_\_\_\_

TEMPLATES: \_\_\_\_\_

## CORE ABILITIES

	CORE	TALENT	MAGIC	TOTAL
BRAWN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AGILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENDURANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SAVVY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHARM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INITIATIVE BONUS

MOVEMENT

## VIGOR

TOTAL



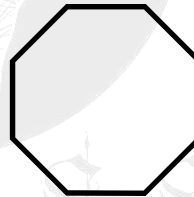
CORE

TALENT  
BONUS

MAGIC  
BONUS

## WEAPONLESS DEFENSE

TOTAL



TOTAL  
ARMOR &  
SHIELD

TALENT  
BONUS

TOTAL  
MAGIC

WEAPON \_\_\_\_\_

TOTAL MELEE ATTACK \_\_\_\_\_ TOTAL ARMED DEFENSE BONUS \_\_\_\_\_

TOTAL RANGED ATTACK \_\_\_\_\_ SIZE \_\_\_\_\_ TYPE \_\_\_\_\_ CATEGORY \_\_\_\_\_

SPECIAL \_\_\_\_\_

WEAPON \_\_\_\_\_

TOTAL MELEE ATTACK \_\_\_\_\_ TOTAL ARMED DEFENSE BONUS \_\_\_\_\_

TOTAL RANGED ATTACK \_\_\_\_\_ SIZE \_\_\_\_\_ TYPE \_\_\_\_\_ CATEGORY \_\_\_\_\_

SPECIAL \_\_\_\_\_

WEAPON \_\_\_\_\_

TOTAL MELEE ATTACK \_\_\_\_\_ TOTAL ARMED DEFENSE BONUS \_\_\_\_\_

TOTAL RANGED ATTACK \_\_\_\_\_ SIZE \_\_\_\_\_ TYPE \_\_\_\_\_ CATEGORY \_\_\_\_\_

SPECIAL \_\_\_\_\_





