



ACTION DICE

CHARACTER NAME	SPECIES/TALENT	SPECIALTY			
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL			
PLAYER NAME	CURRENT XP	NEXT LEVEL			
GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR

STARTING DICE	DIE TYPE
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PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME	SCORE	MODIFIER
STR STRENGTH		
DEX DEXTERITY		
CON CONSTITUTION		

IMPAIRED SCORE	IMPAIRED MODIFIER

ATTRIBUTE NAME	SCORE	MODIFIER
INT INTELLIGENCE		
WIS WISDOM		
CHA CHARISMA		

IMPAIRED SCORE	IMPAIRED MODIFIER

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SKILLS

MAX RANKS

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
☐	ACROBATICS	DEX		=	+	+		☐	MEDICINE	INT		=	+	+	
☐	ATHLETICS	STR		=	+	+		☐	NOTICE	WIS		=	+	+	
☐	BLEND	CHA		=	+	+		☐	PRESTIDIGITATION	DEX		=	+	+	
☐	BLUFF	CHA		=	+	+		☐	RESOLVE	CON		=	+	+	
☐	CRAFTING *	INT		=	+	+		☐	RIDE *	DEX		=	+	+	
☐	DISGUISE	CHA		=	+	+		☐	SEARCH	INT		=	+	+	
☐	HAGGLE	WIS		=	+	+		☐	SENSE MOTIVE	WIS		=	+	+	
☐	IMPRESS	CHA		=	+	+		☐	SNEAK	DEX		=	+	+	
☐	INTIMIDATE	WIS		=	+	+		☐	SURVIVAL	WIS		=	+	+	
☐	INVESTIGATE	WIS		=	+	+		☐	TACTICS	INT		=	+	+	

FOCUSES

INTERESTS

TOTAL STUDIES

CRAFTING

RIDE

SUBPLOTS

☐ COMPLETED		☐ COMPLETED		☐ COMPLETED	
☐ COMPLETED		☐ COMPLETED		☐ COMPLETED	

COIN

LIFESTYLE

TOTAL LIFESTYLE

COIN IN HAND		PANACHE		PRUDENCE	
STAKE		APPEARANCE BONUS		MONEY SAVED/EARNED	%
		INCOME			

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES



CHARACTER



DEFENSE

TOTAL = 10 + CLASS BONUS + DEX MOD. + SIZE MOD. + MISC. MOD. - ARMOR MOD.

VITALITY

TOTAL CURRENT

WOUNDS

TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT FORTITUDE

STRESS

CURRENT SHAKEN

CONDITIONS

SIZE

FOOTPRINT REACH

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE BASE MPH

PROFICIENCIES

PROFICIENT FORTE

UNARMED BLUNT EDGED HURLED

PROFICIENT FORTE

BOWS BLACK POWDER SIEGE WEAPONS

INITIATIVE

TOTAL = CLASS BONUS + DEX MOD. + MISC. MOD.

BASE ATTACKS

ATTACK TYPE TOTAL BASE ATTACK ATTRIBUTE MOD. MISC. MOD.

SAVING THROWS

SAVE TYPE TOTAL BASE SAVE ATTRIBUTE MOD. MISC. MOD.

UNARMED

MELEE

RANGED

FORTITUDE

REFLEX

WILL

WEAPONS

WEAPON 1

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS QUALITIES/UPGRADES

WEAPON 2

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS QUALITIES/UPGRADES

WEAPON 3

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS QUALITIES/UPGRADES

WEAPON 4

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS QUALITIES/UPGRADES

ARMOR

TYPE DR DP ACP SPEED WGT

DISGUISE RESISTANCES UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack	_____	half	1 attack against 1 target
Bull Rush *	_____	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	_____	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	_____	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	_____	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	_____	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	_____	full	Unarmed attack: hit = triple subdual damage
Taunt	_____	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	_____	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	_____	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	_____	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim	_____	half	(Unmoving target only) +1 with Standard Attack
Anticipate	_____	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay	_____	free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	_____	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready	_____	full	1 half action taken later during this round
Refresh	_____	1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	_____ ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	_____ ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	_____ ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME NOTES

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