

ACTION DICE

CHARACTER NAME _____	SPECIES/TALENT _____	SPECIALITY _____
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	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	_____	_____	_____	_____	INT INTELLIGENCE	_____	_____	_____	_____
DEX DEXTERITY	_____	_____	_____	_____	WIS WISDOM	_____	_____	_____	_____
CON CONSTITUTION	_____	_____	_____	_____	CHA CHARISMA	_____	_____	_____	_____

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
<input type="checkbox"/>	ACROBATICS	DEX	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	MEDICINE	INT	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	ATHLETICS	STR	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	NOTICE	WIS	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	BLEND	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	BLUFF	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	RESOLVE	CON	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	CRAFTING*	INT	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	RIDE*	DEX	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	DISGUISE	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	SEARCH	INT	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	HAGGLE	WIS	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	IMPRESS	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	SNEAK	DEX	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	INTIMIDATE	WIS	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	SURVIVAL	WIS	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	TACTICS	INT	_____	= _____	+ _____	+ _____	_____

FOCUSES				INTERESTS				TOTAL STUDIES
CRAFTING		RIDE						_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

SUBPLOTS			
_____	<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED
_____	<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED

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

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

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

VITALITY TOTAL CURRENT **WOUNDS** TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL CURRENT **FATIGUED** **STRESS** CURRENT **SHAKEN**

CONDITIONS

SIZE **FOOTPRINT** **REACH**

GROUND SPEED BASE **OTHER SPEED** BASE **TRAVEL SPEED** MPH

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input type="checkbox"/>	<input type="checkbox"/>	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	BLACK POWDER
<input type="checkbox"/>	<input type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	SIEGE WEAPONS
<input type="checkbox"/>	<input type="checkbox"/>	HURLED			

BASE ATTACKS **SAVING THROWS**

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	_____	_____	_____	_____	FORTITUDE	_____	_____	_____	_____
MELEE	_____	_____	_____	_____	REFLEX	_____	_____	_____	_____
RANGED	_____	_____	_____	_____	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 +4 bonus per category of Size difference.

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

NAME	NOTES	NAME	NOTES



