

Name:

Ability Scores		Mod
<b>Strength</b>		
<b>Dexterity</b>		
<b>Constitution</b>		
<b>Intelligence</b>		
<b>Wisdom</b>		
<b>Charisma</b>		

Defenses						
	Key	Rating	=10+KEY	+LB	+Class	+Etc
<b>Fortitude</b>	Con					
<b>Reflexes</b>	Dex					
<b>Will</b>	Wis					

Race	
<b>Ability (+2)</b>	
<b>Skill (+2)</b>	
<b>Powers</b>	
<b>Hit Die</b>	
<b>Max HP</b>	
<b>Current HP</b>	

Armor Class					
<b>Rating</b>	= Base	+Class	+Race	+Equip	+Etc

Note: Base is higher of Fortitude and Reflexes

Class	Level	Level Bonus	LB = 1/2 Level (round down)
Boosted Defense (+2)			
Equipment Training	+4 to both Class Skills	<b>Class Power</b>	
<b>Class Abilities</b>	<b>Effects</b>	Name	Bonus
		Usable a number of times per day equal to your level.	
		Description:	

Skill Group	Skill Name	Skill Bonus	=LB	+Key	+Class	+Training	+Etc	Notes/Damage/Effects
Cleric	Prayer			WIS				
	Resolve			WIS				
Fighter	Melee			STR				
	Missile			DEX				
Rogue	Stealth			DEX				
	Streetwise			CHA				
Wizard	Evoke			INT				
	Lore			INT				
Social	Bluff			CHA				
	Diplomacy			CHA				
	Intimidate			CHA				
General	Athletics			STR or DEX				
	Endurance		CON					
	Nature		WIS					
	Notice		WIS					
	Profession		INT					

**How to play the game:** Pick a Skill or Ability; add that modifier to result of a d20 roll. If you roll higher than the DC or target's Defense, you succeed.  
**When you need to know more:** Roll an Effect Die (1d6) to find the quantitative value of the success. If you are using a tool or weapon, use its die instead.  
 Quantitative Questions: How much? How many? For how long? Etc.

Level	Enhancement	Applied To
1	Skill Mastery	
2	Heroic Feat	
3	Skill Mastery	
4	Heroic Feat	
5	Ability Boost	
6	Skill Mastery	
7	Heroic Feat	
8	Skill Mastery	
9	Heroic Feat	
10	Ability Boost	

**Level Up Notes**

**Skill Mastery:** Pick two Skills. Both Skills get a +2 bonus.

**Heroic Feat:** Pick one of the following.

- Add a +1 bonus to the Effect Die of a Skill.
- Add a +1 bonus to a Defense.
- Gain Weapon Training.
- Gain Armor Training.
- Increase Max HP by 3.

**Ability Boost:** Add 1 to two different Ability Scores. Adjust the Ability Bonus, if necessary. Then, pick one of the following:

- Increase the bonus of one Class Ability by +2.
- Add a new Class Ability.

**Gear, Notes, Vendettas, Anecdotes:**

Treasure, Stolen Goods, Coins

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