

Attributes

40

/

40

spent

total

score

cost

dice

Physical

Agility	0	0	-
Fortitude	3	6	1d8
Might	5	15	2d6

Mental

Learning	0	0	-
Logic	0	0	-
Perception	0	0	-
Will	2	3	1d6

Social

Deception	0	0	-
Persuasion	0	0	-
Presence	4	10	1d10

Extraordinary

Alteration	0	0	-
Creation	2	3	1d6
Energy	0	0	-
Entropy	0	0	-
Influence	0	0	-
Movement	0	0	-
Prescience	0	0	-
Protection	2	3	1d6

364

Glendor Woodtusk

Player Name

Character Name

Paladin

1

0

Archetype

Level

Experience

Description



Guard

19

Agility  
Might  
Armor  
Feats  
+  
5  
4  
0  
10

Legend

Hit Points

Max28

2 x (Fort+Will+Presen)+10

Lethal

Current

Toughness

15

Fortitude  
Will  
Feats  
+  
3  
2  
0  
10

Wealth

2

Resolve

16

Presence  
Will  
Feats  
+  
4  
2  
0  
10

Speed

25

Initiative

d20 +

Advantage2

Perks

Brute

Courageous

Flaws

Brash

Illiterate

Feats

6

/

6

spent

total

Name

cost

Inspiring Champion I	2
Diehard	2
Overpowering Strike	2

364

Actions

Name	Attribute	vs	Target	Special
Cower! (Demoralised)	Presence	vs	Resolve	
Flee now! (Fear)	Might	vs	Resolve	
Come, face me! (Provoke)	Might/Presence	vs	Resolve	
'Ead-butt (Stunned)	Might	vs	Toughness	
I strip your curses! (Nullify)	Protection	vs	Resolve	
		vs		

Preferred Boons

Attribute

PL

Time

Duration

Bolster

Presence

3

1 Major Action

Sustain Persists

Heal

Presence

4

1 Major Action

Instantaneous

Regeneration

Creation

1

1 Major Action

Sustain Persists

Restoration

Creation

2

1 Major Action

Instantaneous

Weapons and Armor

Melee

Longsword

Small Shield

Ranged

Hatchet

Armor Name

Armor Type

Plate Mail

Heavy: Slow

Equipment

Additional Notes