

Attributes

24

/

24

spent

total

score

cost

dice

Physical

Agility	4	10	1d10
Fortitude	2	3	1d6
Might	2	3	1d6

Mental

Learning	0	0	-
Logic	0	0	-
Perception	3	6	1d8
Will	1	1	1d4

Social

Deception			
Persuasion			
Presence	1	1	1d4

Extraordinary

Alteration			
Creation			
Energy			
Entropy			
Influence			
Movement			
Prescience			
Protection			

Batty

Player Name

Character Name

Animal Companion

1

Level

0

Experience

Description



Guard

Agility

Might

Armor

Feats

+

4

2

0

0

10

16

Legend

Toughness

Fortitude

Will

Feats

+

2

1

0

10

13

Wealth

2

Resolve

Presence

Will

Feats

+

1

1

0

10

12

Speed

30

Perks

Flaws

Hit Points

Max

18

2 x (Fort+Will+Presen)+10

Lethal

Current

Initiative

d20

+

1d

10

Advantage

2

Feats

3

/

3

spent

total

Name

cost

Flying	3

Actions

Name	Attribute	vs	Target	Special
Bite	Agility	vs	Guard	
Stealth	Agility	vs	Perception	
		vs		
		vs		
		vs		
		vs		

Preferred Boons

Attribute

PL

Time

Duration

Weapons and Armor

Melee

Unarmed Strike

Ranged

Armor Name

Armor Type

Equipment

Additional Notes