

Attributes

40

/

40

spent

total

score

cost

dice

Physical

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

Mental

Learning	0	0	-
Logic	0	0	-
Perception	4	10	1d10
Will	3	6	1d8

Social

Deception	0	0	-
Persuasion	0	0	-
Presence	0	0	-

Extraordinary

Alteration	0	0	-
Creation	0	0	-
Energy	0	0	-
Entropy	0	0	-
Influence	3	6	1d8
Movement	0	0	-
Prescience	0	0	-
Protection	0	0	-

Player Name

Character Name

Halfling Ranger

1

0

Archetype

Level

Experience

Always with his large

Description



Guard

16

Agility
Might
Armor
Feats
+
5
0
1
0
10

Legend

Hit Points

Max20

2 x (Fort+Will+Presen)+10

Lethal

Current

Toughness

15

Fortitude
Will
Feats
+
2
3
0
10

Wealth

2

Resolve

13

Presence
Will
Feats
+
3
0
10

Speed

30

Initiative

d20+2d

6

Advantage-

Perks

Scavenger

Vagabond

Flaws

Socially Awkward

Psychotic

Feats

6

/

6

spent

total

Name	cost
Companion II	4
Master Tracker	1
Untrackable	1

Actions

Name	Attribute	vs	Target	Special
Charm Beast	Influence	vs	Resolve	
Longbow Attack	Agility	vs	Guard	
Scimitar Attack	Agility	vs	Guard	
Stealth	Agility	vs	Perception	
Dominated Beast	Influence	vs	Resolve	
		vs		

Preferred Boons	Attribute	PL	Time	Duration
Concealment	Influence	3	1 Major Action	Sustain Persists

Equipment

Weapons and Armor

Melee

Scimitar

Ranged

Longbow

Dagger

Armor Name

Armor Type

Leather Armour

Light

Additional Notes