X - Character Sheet

# Character Details

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Race** | **Gender** |
| X | X | X | X |

## 

|  |  |  |
| --- | --- | --- |
| **Place of origin** | **Affiliation** (Req Lvl 3) | **Level** |
| REGION / LOCATION | N/A | X |

## 

| **HP** / (MAX) | **Temp HP** | **DC** (Mod) | **AP** | **Movement** |
| --- | --- | --- | --- | --- |
| X/Y | 0 | X (+-Y) | X | XXm/YYsq |

## Race traits

* X
* Y

## Alignment

|  |  |  |
| --- | --- | --- |
|  | Light (X) | Dark (X) |
| Level 1 | Create | Destroy |
| Level 2 | Blessing | Curse |
| Level 3 | Force of light | Force of darkness |

## 

## Stats

### Passive Stats

|  |  |  |  |
| --- | --- | --- | --- |
| **Intellect** (Mod) | **Dexterity** (Mod) | **Charisma** (Mod) | **Resistance** (Mod) |
| X (+-Y) | X (+-Y) | X (+-Y) | X (+-Y) |

### Combat Stats

|  |  |  |
| --- | --- | --- |
| **Discipline** | **Strength** | **Ability DC** |
| X | X | X |

## Weapons

* **Weapon:** X
  + **Attacks per round:** Y
  + **Damage:** COUNT x DICE - [DAMAGE TYPE]
  + **Range:** XX meters

## 

## Abilities

|  |  |
| --- | --- |
| **Ability** | **Tier** (1-3) |
| X | Y |
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|  |  |

## Super Ability (Power Crystals: X/Y)

TYPE - **SUPER**

# Inventory

## Items

|  |  |  |
| --- | --- | --- |
| **Item** | **Comment** | **Count** |
| X |  | Y |
|  |  |  |
|  |  |  |
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## Currency

|  |  |
| --- | --- |
| **Currency** | **Count** |
| Red Crystal | X |
| Blue Crystal | X |
| Green Crystal | X |
| Gold coins | X |
| Silver coins | X |
| Copper coins | X |

# Companion

|  |  |  |
| --- | --- | --- |
| **Name** | **Type / Subtype** | **AP** |
| X | X / Y | X |

## 

| **HP** / (MAX) | **Temp HP** | **DC** (Mod) | **Scout** | **Movement** |
| --- | --- | --- | --- | --- |
| X/Y | 0 | X (+-Y) | D10 + INT MOD | XXm/YYsq |

## Actions

|  |  |  |
| --- | --- | --- |
| **Action** | **Range** | **Value** |
| Name X | 5m / 3.5sq | D10 + Character X/Y |
| Name Y | 20m / 13.5sq | D10 + Character X/Y |

# 

# Backstory

X