

Name _____ Track and Tier _____
 Creed _____ Sex _____ Age _____ Track and Tier _____
 Height _____ Weight _____ Eyes _____ Hair _____ Track and Tier _____

Legends of Cphera

Character Sheet

Ability Scores

Strength Intellect
 Endurance Willpower
 Agility Intuition
 Speed Charisma

Hit Points
 Sublethal

Action Points

Speed Maximum
 Endurance Agility
 Threshold

Saves

	Total	Base Mod	Ability	Misc
Fortitude <small>Endurance</small>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Reflex <small>Agility</small>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Will <small>Willpower</small>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Presage <small>Intuition</small>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Combat

 Ability

Str Attack + Bonuses
 Agi Attack +

Base Defense + Bonuses
 Agility + 10

Pace Movement Cost

Initiative = +

Combat Threads /

Attack

Weapon	Damage	Total Attack Bonus	Crit
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CA Defense + Base Defense + Shield → Ranged AC Counter Bonus
 + Weapon → M le AC Counter Threshold

CA Attack Type
 CA Speed Base Attack Range

Attack

Weapon	Damage	Total Attack Bonus	Crit
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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CA Attack Type
 CA Speed Base Attack Range

Armor

Armor	Slashing		
<input type="text"/>	<input type="text"/>		
Health	Piercing		
<input type="text"/>	<input type="text"/>		
Hardness	Max Agi	Penalty	Bludgeoning
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>		

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<input type="text"/>	<input type="text"/>		
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<input type="text"/>	<input type="text"/>		
Hardness	Max Agi	Penalty	Bludgeoning
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>		

Skill	Ability	Family Mod	Specializations	Misc
Acrobatics	_____	_____	_____	_____
Athletics	_____	_____	_____	_____
Awareness	_____	_____	_____	_____
Concentration	_____	_____	_____	_____
Craft	_____	_____	_____	_____
Disguise	_____	_____	_____	_____
Handle Animal	_____	_____	_____	_____
Heal	_____	_____	_____	_____
Knowledge	_____	_____	_____	_____
Negotiate	_____	_____	_____	_____
Perform	_____	_____	_____	_____
Profession	_____	_____	_____	_____
Rig	_____	_____	_____	_____
Stealth	_____	_____	_____	_____
Sleight of Hand	_____	_____	_____	_____
Survival	_____	_____	_____	_____

Shield

Shield	AC Bonus		
<input type="text"/>	<input type="text"/>		
Block DC	Block Bonus	Hit Points	Armor Penalty
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Notes:

