

**Hit Points**

Total

Current

MovementEncumbrance
Level

Move Rate

Wounds

Bleed _____

Stun

☐

Penalties _____

Conditions _____

Defense

SWI Bonus _____

Shield Bonus _____

Item Bonus _____

Spec Bonus _____

Wealth

Wealth Level

Status

Melee Defense

☐

Ranged Defense

☐**Armor and Shield**

Armor / Shield	Type	Zones Protected	Max SWI to DEF	Move Penalty	CMB Penalty	Perception Penalty	Ranged Bonus	Melee Bonus	Qualities

Weapons & Attack

Weapons / Attacks	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	Qualities

Equipment

Item & Description	Location	Item & Description	Location

