

Beacon

Player:

Name:

Age:

Race:

Level:

Titles and Honours:

Gender:

Class:

XP:

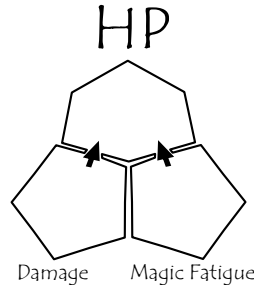
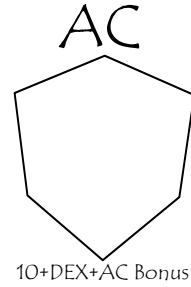
Strength bonus natural

Dexterity bonus natural

Mind bonus natural

Charisma bonus natural

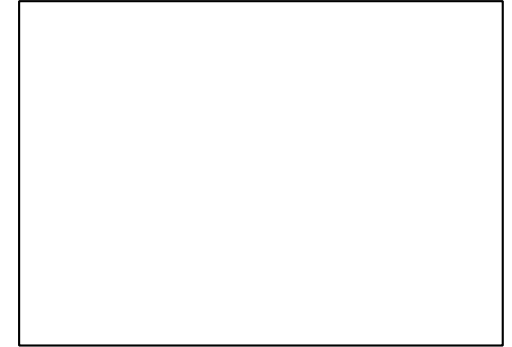
Stat bonus = (STAT-10)/2



Base attack bonus

Base damage bonus

attacks



Melee = attack bonuses +STR (or DEX) bonus vs. target AC
 Missile = attack bonuses +DEX bonus vs. target AC
 Magic = (level +MIND bonus) vs. target DC (usually 10)

Skills

- Physical
- Subterfuge
- Knowledge
- Communication
- Survival
- Fabrication

Inventory

Armour: _____ MinSTR DEX mod AC Bonus Notes

Shield: _____ DEX mod AC Bonus Notes

Weapons

Stat	to hit bonus	Damage	Range	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Coins

Platinum Gold

Silver Copper

Arrows/Bolts
