DESTYNEA

Calling

Age

Ancestry

Level XP /100

Appearance

CUR

INI MP

MAX

HIT POINTS

Gold doubloon

Silver crown

Copper penny

Actions

Hit Dice /

Recovery Dice /

1 gold doubloon = 20 silver crowns = 240 copper pennies

1 silver crown = 12 copper pennies

INI - initiative MP - movement points
CUR - current HP MAX - maximum HP

Name ..... Conviction .....

Ambition ..... Flaw .....

ATTRIBUTES

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

ARCHETYPES

FIG FIGHTER

ROG ROGUE

EXP EXPLORER

SAG SAGE

ART ARTIST

DIP DIPLOMAT

Belongings

Weapon:

Skills	Stats	Bonus	Score
Acrobatics	DEX / DEX		
Animal Handling	WIS / DIP		
Athletics	STR / STR		
Composure	CON / WIS		
Craft	DEX / ART		
Deception	CHA / ROG		
Fortitude	CON / CON		
Insight	INT / WIS		
Intimidation	CHA / FIG		
Investigation	INT / EXP		
Knowledge	INT / SAG		
Larceny	ROG / FIG		
Medicine	WIS / SAG		
Melee Attack	STR / FIG		
Navigation	INT / EXP		
Negotiation	INT / DIP		
Perception	WIS / EXP		
Performance	ART / ART		
Persuasion	CHA / DIP		
Ranged Attack	DEX / FIG		
Reasoning	INT / INT		
Reflexes	DEX / INT		
Research	SAG / SAG		
Run/Swim	CON / STR		
Seduction	CHA / ART		
Stealth	DEX / ROG		
Survival	CON / EXP		
Swindle	ROG / ROG		
Willpower	WIS / FIG		

DESTYNEA

EXPLOITS

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....

Name .....

.....

Actions .....

Range ..... square(s)

Roll ..... / ..... ( ) .....

Cost ..... HP

.....

.....

.....

.....

.....

.....