

UNCHAINED HEROES™

Character Name _____ Level _____
 Player Name _____ Race _____
 Class _____ Primary Attributes _____

Health	Attr	Trauma Chart
Max: _____	_____	Healthy <input type="checkbox"/> <input type="checkbox"/> -0
Current: _____	_____	Bruised <input type="checkbox"/> <input type="checkbox"/> -1
		Hurt <input type="checkbox"/> <input type="checkbox"/> -2
		Injured <input type="checkbox"/> <input type="checkbox"/> -3
		Debilitated <input type="checkbox"/> <input type="checkbox"/> -4
		Maimed <input type="checkbox"/> <input type="checkbox"/> -5
		Incapacitated <input type="checkbox"/>

Attribute	Score	Equipment
STR Strength	<input type="text"/>	MH/OH _____ Dice Pool _____ AT _____ iH/2H _____ Rng _____ Rune Slot 1 _____ Rune Slot 2 (2H Only) _____ ILV Bonus _____
AGI Agility	<input type="text"/>	MH/OH _____ Dice Pool _____ AT _____ iH/2H _____ Rng _____ Rune Slot 1 _____ Rune Slot 2 (2H Only) _____ ILV Bonus _____
STA Stamina	<input type="text"/>	Armor _____ Equip _____ DT _____ EFT _____ RS _____ Rune Slot 1 _____ Rune Slot 2 _____ ILV Bonus _____
INT Intellect	<input type="text"/>	Shield _____ Equip _____ DT _____ EFT _____ RS _____ Rune Slot 1 _____ Misc _____ ILV Bonus _____
CUN Cunning	<input type="text"/>	Talisman _____ Equip _____ EN _____ HP _____ Rune Slot 1 _____ Rune Slot 2 _____ Rune Slot 3 _____ ILV Bonus _____
SPI Spirit	<input type="text"/>	


Tactical Points Maximum TP



Magic Item Limit 1/2 Lv1 Pwr Tech Misc Total


7 + + + + =



Gear



Character Skills	CP Attribute	Skill Bonus	Attr	1/2 Lv1	Pwr	Rune	Tech	Misc	Total
Arcanology		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + INT + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Athletics	STR or AGI	<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Crafting	STR or AGI	<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Education		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + INT + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Engineering		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + INT + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Influence		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + CUN + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Medicine		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + INT + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Natural lore		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + CUN + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Perception		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + CUN + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							
Subterfuge		<input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> > <input type="text"/> + CUN + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> = <input type="text"/>							



ATK 



DEF  +RS 



POW 



WILL  +RS* 



DT  **CRIT** 

IN  **CRDX** 

EXT  **WKN** 

DAMAGE  **SPELL** 

HEALING  **SPELL** 

MARTIAL  **MARTIAL** 

Abilities

Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____	Ability Energy: _____ Effect: _____ Range: _____ Action Time: EW/ Duration: _____ Skill Check: _____
Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____	Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____
Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____	Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____
Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____	Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____
Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____	Ability Energy: _____ Effect: _____ Range: _____ Action Time: _____ Duration: _____ Skill Check: _____

