TORCHLIGHT
Historical Society of Ætheria
Est. N.E. 63

CHARACTER NAME | AGE

# PERSONNEL FILE
## TOP SECRET



| OVERALL LEVEL | CLASS | LVL |
|---|---|---|
| CPA | CLASS 2 | LVL |
| CPT | CLASS 3 | LVL |

HIT POINTS
LIFE POINTS
ENERGY

| | | MOD |
|---|---|---|
| | Strength | MOD |
| | Dexterity | MOD |
| | Constitution | MOD |
| | Intelligence | MOD |
| | Wisdom | MOD |
| | Charisma | MOD |

| | | | | | |
|---|---|---|---|---|---|
| N GM | Athletics | STR | BONUS | MOD |
| N GM | Agility | DEX | BONUS | MOD |
| N GM | Deception | CHA | BONUS | MOD |
| N GM | Defense | STR | BONUS | MOD |
| N GM | Determination | INT / CHA | BONUS | MOD |
| N GM | Diplomacy | CHA | BONUS | MOD |
| N GM | Endurance | STR / CON | BONUS | MOD |
| N GM | Insight | WIS | BONUS | MOD |
| N GM | Instinct | WIS | BONUS | MOD |
| N GM | Intimidation | CHA | BONUS | MOD |
| N GM | Logic | INT | BONUS | MOD |
| N GM | Marksmanship | DEX | BONUS | MOD |
| N GM | Medicine | INT | BONUS | MOD |
| N GM | One-Handed | DEX | BONUS | MOD |
| N GM | Perception | WIS | BONUS | MOD |
| N GM | Performance | CHA | BONUS | MOD |
| N GM | Reflex | DEX / WIS | BONUS | MOD |
| N GM | Sleight of H. | DEX | BONUS | MOD |
| N GM | Stealth | DEX | BONUS | MOD |
| N GM | Technology | INT | BONUS | MOD |
| N GM | Two-Handed | STR | BONUS | MOD |

1 2 3 4 5 6 7 8 Turn Length

INITIATIVE | 1 2 3 4 Reactions

| | | | | | |
|---|---|---|---|---|---|
| SIZE IF >0 | | BONUS | = | SIZE MODIFIER |
| DEX | -SIZE | BONUS | = | NATURAL ARMOR |
| WIS | | BONUS | = | PASSIVE AGILITY |
| STR MOD | +8 | BONUS | = | PASSIVE PERCEPTION |
| 6 | | BONUS | = | CARRY WEIGHT |
| | | | | SPEED |

| | | | | |
|---|---|---|---|---|
| N GM | KNOWLEDGE | INT | BONUS | MOD |
| N GM | KNOWLEDGE | INT | BONUS | MOD |
| N GM | KNOWLEDGE | INT | BONUS | MOD |

| | | | | |
|---|---|---|---|---|
| | SPECIALTY | SKILL | SKILL MOD | MOD |
| | SPECIALTY | SKILL | SKILL MOD | MOD |
| | SPECIALTY | SKILL | SKILL MOD | MOD |
| | SPECIALTY | SKILL | SKILL MOD | MOD |

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HEIGHT

EYES

HAIR

ORIGIN COUNTRY / CITY

ALIGNMENT

DESCRIPTION

STORY NOTES

## Feats

| Name | Type | Tier | Notes |
|---|---|---|---|
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## Weapons

| Description | Cond. | Weight | Skill | Attack MOD | Damage | Notes |
|---|---|---|---|---|---|---|
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## Apparel

| Description | Cond. | Weight | Slot | AR / SR | Notes |
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/
INVENTORY WEIGHT

CR
BALANCE

## Items

| Description | Weight | Qty |
|---|---|---|
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| | | |

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SPELL TRAINING | CASTER LEVEL

| | | | | | |
|---|---|---|---|---|---|
| N / GM | Elemental | CASTER LV | +STR | MOD |
| N / GM | Divine | CASTER LV | +CON | MOD |
| N / GM | Physical | CASTER LV | +DEX | MOD |
| N / GM | Psionic | CASTER LV | +INT | MOD |
| N / GM | Spectral | CASTER LV | +CHA | MOD |
| N / GM | Temporal | CASTER LV | +WIS | MOD |

SPECIAL MAGIC ABILITIES

Spells

| Name | School | Level | Range | Damage | Keywords |
|---|---|---|---|---|---|
| | | | | | |