

Character;
Player;

Class

Level



Wolf-packs and Winter Snow

Armor Class



10 + dexterity
modifier +
armour

Attack Bonus



Free Maneuvers?



Flesh

Current Total

Constitution
Modifier Applies

Grit

Constitution
Modifier Applies

Value

Modifier

Attributes and their Modifiers

<input type="radio"/>	Strength	<input type="radio"/>
<input type="radio"/>	Dexterity	<input type="radio"/>
<input type="radio"/>	Constitution	<input type="radio"/>
<input type="radio"/>	Intelligence	<input type="radio"/>
<input type="radio"/>	Wisdom	<input type="radio"/>
<input type="radio"/>	Charisma	<input type="radio"/>

Vs Weather



Constitution
Modifier Applies

Vs Poison



Constitution
Modifier Applies

Vs Hazards



Dexterity
Modifier Applies

Vs Magic



Wisdom
Modifier Applies

Attacks

Weapon

Attack Bonus



Damage



Notes

Weapon

Attack Bonus



Damage



Notes

Weapon

Attack Bonus



Damage



Notes

Strength or Dexterity Modifier Applies

Strength Modifier Applies

Animalism



Charisma
Modifier Applies

Art



Intelligence
Modifier Applies

Athletics



Strength
Modifier Applies

Charm



Charisma
Modifier Applies

Crafting



Intelligence
Modifier Applies

Foraging



Wisdom
Modifier Applies

Perception



Wisdom
Modifier Applies

Stealth



Dexterity
Modifier Applies

Medicine



Intelligence
Modifier Applies

Tracking



Wisdom
Modifier Applies

Vandalism



Strength
Modifier Applies

Skill Chances (d6)

Other Notes

Saves (d20)

Wolf-packs and Winter Snow

Equipment

Unencumbered
(under half strength)



Light
(under strength)



Heavy: -1 & fatigue
(under double strength)



Severe: -2 & fatigue
(double strength or more)



Left Hand



Right Hand



Worn



To Hand



Stowed Away

Spell Slots

1st



2nd



3rd



4th



Rank

Rank

Rank

Rank

Sanctum or Patron Details

5th



6th



7th



8th



Rank

Rank

Rank

Rank

Spell — Rank — Memorized — Recorded — Effect