

Character Name \_\_\_\_\_ Level \_\_\_\_\_ Class \_\_\_\_\_ Class Title \_\_\_\_\_ Guild \_\_\_\_\_ Raid \_\_\_\_\_  
 Race \_\_\_\_\_ Half- / Half- / Half- Size \_\_\_\_\_ Age \_\_\_\_\_ Alignment \_\_\_\_\_ Server \_\_\_\_\_  
 Total XP \_\_\_\_\_ Victory Pts \_\_\_\_\_  
 Mana \_\_\_\_\_

### INITIATIVE

● ROCK    📄 PAPER    ✂️ SCISSORS

### DEFENSES

SCORE DEFENSE 10 + COOL ARMOR / CLASS FEAT ENH MISC MISC  
 ○ AC \_\_\_\_\_

### MOVEMENT

Speed (Squares)  
 X  Y  Z  ITEM MISC

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + COOL
<input type="text"/>	<b>AWE</b> Awesomeness	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CML</b> Comeliness	<input type="text"/>	<input type="text"/>

### DEFENSE

○ LEETNESS 10 + COOL x AWE/2.5  
 CONDITIONAL BONUS

### SENSES

SCORE	SENSE	COOL
<input type="text"/>	Infravision	10 + <input type="text"/>
<input type="text"/>	Darkvision	10 + <input type="text"/>
<input type="text"/>	Ultravision	10 + <input type="text"/>
<input type="text"/>	Low Light	10 + <input type="text"/>
<input type="text"/>	Infrataste	10 + <input type="text"/>
<input type="text"/>	Ultratouch	10 + <input type="text"/>
<input type="text"/>	Scent	10 + <input type="text"/>
<input type="text"/>	Fashion	10 + <input type="text"/>
<input type="text"/>	Feydar	10 + <input type="text"/>

### HIT POINTS

MAX HP BLOODED WOUNDS VITALITY

CURRENT HIT POINTS CURRENT WOUND POINTS  
 CURRENT VITALITY POINTS

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

NOT DEAD YET!     DEAD  
 A LITTLE DEAD     REALLY DEAD  
 MOSTLY DEAD     MOST SINCERELY DEAD  
 UNDEAD     DO NOT PASS GO

### DEFENSE

○ STAVES/STAFFS/STONES 10 +  $\frac{\text{STAFF}}{\text{STONE}}$  + COOL  
 CONDITIONAL BONUS

### DEFENSE

○ DIFF AC  $F(\text{cool}) = m \frac{d^2 \text{AWE}}{d \text{cool}^2}$   
 CONDITIONAL BONUS

### ACTION ITEMS

Action Items	MILESTONES	ACTION ITEMS
<input type="text"/>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION ITEMS

### LEWTZ (BLUES)

### RACE FEATURES

ABILITY SCORE MODS

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### PHAT LEWTZ (PURPLES)

### SKILLZ

BONUS	SKILL NAME	ABIL MOD + COOL	TRND (+5)	ARMOR PENALTY	MISC
<input type="checkbox"/>	Bo Staff	AWE	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Breathing	AWE	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Cheatin'	AWE	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Cool	AWE	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Cuddling	CML	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Flight	AWE	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Hygiene	CML	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Mad	AWE	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Nunchuck	AWE	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Rappin'	CML	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Rulez Lawyering	AWE	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Smack Talk	CML	<input type="text"/>	<input type="text"/>	n/a _____
<input type="checkbox"/>	Use Computer	AWE	<input type="text"/>	<input type="text"/>	_____

### MINIONS/HENCHMEN/FOLLOWERS/BADGERS

### BASIC ATTACKS

WEAPON SPEED	DPS	WEAPON OR POWER	DAMAGE
<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	<input type="text"/>	_____	_____
<input type="text"/>	<input type="text"/>	_____	_____

### PROPERTIES OWNED

Houses \_\_\_\_\_ Hotels \_\_\_\_\_  
 Utilities \_\_\_\_\_ Railroads \_\_\_\_\_

### CONTACTS (RATIONS)

Pizza ( ) \_\_\_\_\_  
 Chinese ( ) \_\_\_\_\_  
 Burgers ( ) \_\_\_\_\_  
 Thai ( ) \_\_\_\_\_  
 Caffeine ( ) \_\_\_\_\_  
 Crisis Hotline ( ) \_\_\_\_\_

### FEATS

