

# Sandcastle Character Sheet

Character Name: \_\_\_\_\_ Player Name : \_\_\_\_\_

Level: \_\_\_\_ xp(lv-0) ○ (lv-1) ○○ (lv-2) ○○○ (lv-3) ○○○○ (lv-4) ○○○○○ (lv-5)

Subspecies: \_\_\_\_\_ Combat Style: \_\_\_\_\_

## Attributes

	Base	Sub-species	Final	Armor Penalties
(S) Strength				XXXXX
(D) Dexterity				
(E) Endurance				XXXXX
(A) Awareness				
(W) Willpower				XXXXX
(P) Presence				XXXXX

## Secondary Statistics

<i>bab</i>	/	Resistances	
Preferred Attack		BR	
		GY	
<i>db</i>		OP	
Interrupt Actions		HR	
Max hp		Current hp	
Max pp		Current pp	

## Armor and Defense

Armor Worn: \_\_\_\_\_ Move: \_\_\_\_\_

defense: \_\_\_\_ = 10+ (\_\_\_\_D) +( \_\_\_\_ db) +(\_\_\_\_ armor) +( \_\_\_\_ shield)

## Guild

Reputation: \_\_\_\_\_

## Skills (+lv)

(3rd skill humans only)

## Weapons and Attacks

Name	att	Range (melee, 8 m, 24m)	Damage (color)	1 or 2 handed	Mass (kg)

TN for Energy Explosion or Hex: \_\_\_\_\_ Energy Mote Colors: \_\_\_\_\_

## Carried Item Locations

Right Shoulder	Left Shoulder
Right Hand	Left Hand
Right Leg	Left Leg

## Quiver (20 Arrows)

□□□□□ □□□□□  
□□□□□ □□□□□

## Money

\_\_\_\_ c \_\_\_\_ p  
Bullion \_\_\_\_ kg

## Sandcastle Character Sheet (page 2)

Character Name: \_\_\_\_\_

Player Name : \_\_\_\_\_

Subspecies: \_\_\_\_\_

Combat Style: \_\_\_\_\_

### Contents of Belt Pouch

Upto 2 kg of gear

Item	Mass(kg)

### Contents of Shoulder Pack (7 kg)

or Backpack (15 kg)

Item	Mass(kg)

### Common Actions

Action	Action Type	Cost
Assist	Major	
Attack	Major	
Control Mount/Vehicle	Minor or Major	
Drop	Free	
Heroic Save	Interrupt	1 pp
Hustle	Major	
Manipulate Object	Minor or Major	
Mount/Dismount	Minor	
Move	Minor	
Ready/Store Item	Minor	
Parting Shot	Interrupt	
Wait	Delay Major Action	

### Harrier Special Actions

Action	Action Type	Cost
Cut and Run	Interrupt	
Dogged Pursuit	Interrupt	
Energy Shunt	Reaction	1 pp
Fleet Footed	Interrupt	
Follow-up Strike	Interrupt	

### Hexer Special Actions

Action	Action Type	Cost
Counter Hex	Interrupt	
Hex	Minor	
Attack Hex		
Defense Hex		
Move Hex		
Multi-Attack Hex		
Multi-Defense Hex		
Power Drain	Major	1 pp

### Energizer Special Actions

Action	Action Type	Cost
Create Mote	Minor	
Energy Explosion	Major	1~lv pp
Energy Shield	Major or Interrupt	1~lv pp
Energy Shot	Major	1~lv pp
Energy Shunt	Reaction	1 pp
Multi-Shot	Major	1~lv pp

### Striker Special Actions

Action	Action Type	Cost
Backswing	Minor	
Counter Strike	Interrupt	
Hit Hard	Major	1 pp
Pin Down	Interrupt	
Vengeance Strike	Interrupt	1 pp