

NowUltraRPG – SPECIAL ABILITIES

Name & Description:	Heroic Class:	Occupation:	Level:	Total EL:

STATS	SCORE	BONUS
Strength – STR		
Strength Damage		
Dexterity – DEX		
Mind – MIND		

SKILLS	Level + Occupation or Heroic Class Bonus
Physical	
Subterfuge	
Knowledge	
Communication	

Armour Class – AC 10 + DEX Bonus + Armour Bonus	
Hit Points – HP Strength Stat + 1d6	
HP Damage	
Melee Attack Bonus STR Bonus + Level + 2 for appropriate Talent	
Missile Attack Bonus DEX Bonus + Level + 2 for appropriate Talent	

Occupation Talents:

WEAPONS:

Description	Range	Damage

OTHER GEAR:

WEALTH	
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Special Abilities:

Circle those that Apply

The Four Actions
Enhance, Diminish, Communicate with or Sense, and Control
The Five Realms
Body, Mind, Spirit, Energy, and Matter

Special Ability Equipment and Items: