

## Character Record

Character: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Alignment: \_\_\_\_\_

Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Patron God(s): \_\_\_\_\_ (Anointed? Y  N  ) Handedness: \_\_\_\_\_



<b>ABILITIES</b>	/ % <b>STR</b>	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	/ % <b>INT</b>	ATTACK MOD.				
	/ % <b>WIS</b>	INIT MOD.	DEFENSE MOD.			
	/ % <b>DEX</b>	INIT MOD.	ATTACK MOD.	DEFENSE MOD.		
	/ % <b>CON</b>					
	/ % <b>LKS</b>					
	/ % <b>CHA</b>	TURNING MOD.				
	<b>Honor</b>	HON WINDOW		HON PENALTY WINDOW		HONOR BONUSES OR PENALTIES:

**Armor Worn**

Body: \_\_\_\_\_ (damage reduction = \_\_\_ )  
Shield: \_\_\_\_\_ (+ \_\_\_ defense, absorbs \_\_\_ hp)

**ASSOCIATES/ALLIES/CONTACTS:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ACCUMULATED BUILDING POINTS**

**EXPERIENCE**

FOR NEXT LEVEL:

2ND =	400
3RD =	1200
4TH =	2200
5TH =	3400

**COMBAT PROFILE WITH WEAPON #1:** \_\_\_\_\_

TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC
Attack Bonus								
Speed								
Initiative								
Defense								
Damage								

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: \_\_\_\_\_

**HIT POINTS:** \_\_\_\_\_

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

**PREVIOUS HIT POINT ROLL:**

**SPELLS AVAILABLE**

LEVEL	Appr.	Jrnym.
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____



**COMBAT PROFILE WITH WEAPON #2:** \_\_\_\_\_

TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC
Attack Bonus								
Speed								
Initiative								
Defense								
Damage								

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: \_\_\_\_\_

**SPELLS MEMORIZED\***

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
<b>APPRENTICE</b>	_____						
<b>JOURNEYMAN</b>	_____						
<b>1</b>	_____						
<b>2</b>	_____						
<b>3</b>	_____						
<b>4</b>	_____						
<b>5</b>	_____						

**TOTAL SPELL POINTS** \_\_\_\_\_

**SPELL POINT TRACKER**

TENS: ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

SINGLES: □□□□ □□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

\*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

**GEMS:**

**JEWELRY:**

**OTHER VALUABLES:**

QUIRKS & FLAWS	ROLE-PLAYING NOTES:

TALENTS & RACIAL ABILITIES	BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERATE?
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Mundane Item	Location	Mundane Item	Location

Magic Items or Spell Component(s)	Effects/Notes

**S  
K  
I  
L  
L  
S**

Universal Skills	Mastery <sup>†</sup>
Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	

Interrogation (Wis, Cha)		%
Intimidation (Str, Cha)		%
Listening (Wis)		%
Observation (Wis)		%
Pick Pocket (Dex)		%
Reading Lips (Int)		%
Recruiting (Cha)		%
Resist Persuasion (Wis)		%
Rope Use (Dex)		%
Salesmanship (Int, Wis, Cha)		%
Seduction, Art of (Cha, Lks)		%
Sneaking (Dex)		%
Survival (Wis, Con)		%
Torture (Int)		%
Tracking (Wis)		%

Other Skills	Mastery

\* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent