

Class: _____

Level: _____

Race: _____

Name

Alignment

Approach
(Law and Chaos)

Outlook
(Good and Evil)

Attributes

Strength

	Bonus to-Hit w/ Heavy Wpns
	Bonus to Damage w/ Melee
Att Check:	Encumbrance Limit

Longevity

	Bonus Hit Points per Level
	Knock Out Percentage
Att Check:	Bonus Stamina

Agility

	Base Evade
	Land Speed Modifier
Att Check:	

Dexterity

	Bonus to-Hit w/ Light Wpns
	Bonus to-Hit w/ Ranged Wpns
Att Check:	

Intellect

	Progression Modifier
	Bonus Starting Skills
Att Check:	

Mysticism

	Max Casting Rank
	Bonus Spell Points per Level
Att Check:	Spell Point Recovery

Maximum Hit Points	Current Hit Points	Death
Stamina		

Evades

Dodge

	Criticality Struck on:
Defense Power: 100	

Block

	Criticality Struck on:
Defense Power:	

Parry

	Criticality Struck on:
Defense Power:	

Initiative

Natural	w/ Armor
	+1d10

Land Speed

Natural	w/ Armor
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Total Encumbrance

of

Absorbs

Critical Threshold

Natural	w/ Armor
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Vs. Fiery and Heat

Vs. Slashing, Hacking and Clawing

Vs. Cold and Water-Based

Vs. Piercing, Puncturing and Bite-Like

Vs. Electrical and Shocking

Vs. Blunt, Whip-Like and Smashing

Vs. Acidic and Corrosive

Vs. Explosive and Concussive

Vs. Raw Magic

Magic

Max Casting Rank

Magic Well

- Type of Caster
- Illrathic
 - Mashanic
 - Orderly

Level

Current Experience Points

Next

XP

Notes:

Traits

Weapon Skills

Mastery Styles

Mastery Style	Skill Rank	Progression	Weapon Group
<hr/> Pips → Next	□ → □	□ → □	□ → □ → □ → □ → □ → □
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks
to Hit	to Dmg	Ex Dmg	# of Attacks

Preferred Weapons

Weapon Skill Notes and Abilities:

Basic Maneuvers	Target Numbers			Effect
	Weapon 1	Weapon 2	Weapon 3	
Disarm	□ → □ → □	□ → □ → □	□ → □ → □	Target loses all attacks for rest of Round
Pierce	□ → □ → □	□ → □ → □	□ → □ → □	By-Pass Absorb
Trip	□ → □ → □	□ → □ → □	□ → □ → □	Target loses 10 Initiative (+More)
Bash	□ → □ → □	□ → □ → □	□ → □ → □	Causes <i>Blind</i> (1d6), on a 6, causes <i>Stun</i>
Force	□ → □ → □	□ → □ → □	□ → □ → □	Improve Extra Damage by 1d6
Target	□ → □ → □	□ → □ → □	□ → □ → □	Hit Legs (-1 Land Speed) or Arms (-1 to Hit)

"Best-of" Weapon Bonuses

Weapon	to Hit	to Dmg	Ex Dmg	# of Att	Crit #	Parry	Block
Weapon	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □
Weapon	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □
Weapon	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □	□ → □

# of Attacks	Round A	Round B
.5 →	1 then	0
1 →	1 then	1
1.5 →	1 then	2

# of Attacks	Round A	Round B
2 →	2 then	2
2.5 →	2 then	2
3 →	2 then	3

Equipment

Main Armor

Vs. Slashing, Hacking and Clawing	Vs. Explosive and Concussive	Vs. Electrical and Shocking	Encumbrance
Vs. Piercing, Puncturing and Bite-Like	Vs. Fiery and Heat	Vs. Acidic and Corrosive	
Vs. Blunt, Whip-Like and Smashing	Vs. Cold and Water-Based	Vs. Raw Magic	
Evade Modifier		Critical Resistance	

Shield

	Encumbrance
Evade Modifier	Critical Resistance
Parry Modifier	Defense Power
Block Modifier	

Additional Armor

	Encumbrance
Evade Modifier	Critical Resistance

Additional Armor

	Encumbrance
Evade Modifier	Critical Resistance

Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	1 extra dmg per rolled over needed to Hit	Extra Damage #	Natural Crit #	Parry Bonus	Bonus to Hit from... Dexterity ○ Strength ○	Encumbrance
	Dmg Type: _____		Attack Power: _____							

Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	1 extra dmg per RO	Extra Damage #	Natural Crit #	Parry Bonus	Bonus to Hit from... Dexterity ○ Strength ○	Encumbrance
	Dmg Type: _____		Attack Power: _____							

Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	1 extra dmg per RO	Extra Damage #	Natural Crit #	Parry Bonus	Bonus to Hit from... Dexterity ○ Strength ○	Encumbrance
	Dmg Type: _____		Attack Power: _____							

Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	1 extra dmg per RO	Extra Damage #	Natural Crit #	Parry Bonus	Bonus to Hit from... Dexterity ○ Strength ○	Encumbrance
	Dmg Type: _____		Attack Power: _____							







Ranged Weapon	---- Bonus to Hit ----			# of Attacks	Short Rng	Med Rng	Long Rng	Weapon Dmg	Bonus to Damage	1 extra dmg per RO	Extra Damage #	Natural Crit #	Armor By-Pass	Ammo	Encumbrance
	Dmg Type: _____														

Ranged Weapon	---- Bonus to Hit ----			# of Attacks	Short Rng	Med Rng	Long Rng	Weapon Dmg	Bonus to Damage	1 extra dmg per RO	Extra Damage #	Natural Crit #	Armor By-Pass	Ammo	Encumbrance
	Dmg Type: _____														

Item	Notes / Location	Encumbrance	Item	Notes / Location	Encumbrance
		Encumbrance			Encumbrance
		Encumbrance			Encumbrance
		Encumbrance			Encumbrance
		Encumbrance			Encumbrance
		Encumbrance			Encumbrance
		Encumbrance			Encumbrance
		Subtotal Encumbrance			Subtotal Encumbrance
Total Encumbrance					Encumbrance

Loot

Money

	Steel Pieces (St. P)	<input type="text"/>	[1/10 of a Bz. P]	<input type="text"/>	Encumbrance
					.1 per 10 St. P
	Bronze Pieces (Bz. P)	<input type="text"/>	[-]	<input type="text"/>	Encumbrance
					.1 per 10 Bz. P
	Silver Pieces (Sv. P)	<input type="text"/>	[50 Bz. P]	<input type="text"/>	Encumbrance
					.1 per 5 Sv. P
	Gold Pieces (Gd. P)	<input type="text"/>	[100 Bz. P]	<input type="text"/>	Encumbrance
					.1 per 4 Gd. P
	Mithril Pieces (Mt. P)	<input type="text"/>	[500 Bz. P]	<input type="text"/>	Encumbrance
					.1 per 1 Mt. P
	Adament Pieces (Ad. P)	<input type="text"/>	[1,000 Bz. P]	<input type="text"/>	Encumbrance
					.1 per 30 Ad. P
				<input type="text"/>	Subtotal Encumbrance

Gems, Stones and Precious Metals

Subtotal Encumbrance	<input type="text"/>
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Item	Notes / Location	Encumbrance	Item	Notes / Location	Encumbrance
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		<input type="text"/>			<input type="text"/>
		Subtotal Encumbrance			Subtotal Encumbrance

Encumbrance From Equipment Page

Total Encumbrance of