

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 Resistance vs. Naturals

**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: _____	Max Starting Skill Rank

**Mysticism**

\_\_\_\_\_

_____	Max Casting Rank
_____	Bonus Spell Points per Level
Att Check: _____	Bonus Resistance vs. Magic

### Magic

Max Casting Rank

Magic Well

- Type of Caster
- Illrathic
  - Mashanic
  - Orderly

Maximum Hit Points	Current Hit Points	Death
_____	_____	_____

### Evades

**Dodge**

_____	Criticality Struck on: _____
Defense Power: <b>100</b>	

**Block**

_____	Criticality Struck on: _____
Defense Power: _____	

**Parry**

_____	Criticality Struck on: _____
Defense Power: _____	

**Initiative**

Natural	w/ Armor
_____	_____

+1d10

**Land Speed**

Natural	w/ Armor
_____	_____

**Total Encumbrance**

of

### Absorbs

**Critical Threshold**

Natural	w/ Armor
_____	_____

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

\_\_\_\_\_

### Resistances

Vs. Naturals

\_\_\_\_\_

Bonus to Roll

Vs. Mystics

\_\_\_\_\_

Bonus to Roll

Vs. Magic

\_\_\_\_\_

Bonus to Roll

**XP**

Level

Current Experience Points

Next

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Notes:

\_\_\_\_\_

### Traits

\_\_\_\_\_



# Weapon Skills

## Mastery Styles

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

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

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

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

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

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

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

# 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

			Encumbrance
Vs. Slashing, Hacking and Clawing		Vs. Explosive and Concussive	
Vs. Piercing, Puncturing and Bite-Like		Vs. Fiery and Heat	
Vs. Blunt, Whip-Like and Smashing		Vs. Cold and Water-Based	
	<b>Evade Modifier</b>		<b>Critical Resistance</b>

## Shield

		Encumbrance
<b>Evade Modifier</b>		<b>Critical Resistance</b>
<b>Parry Modifier</b>		<b>Defense Power</b>
<b>Block Modifier</b>		

## Additional Armor

		Encumbrance
<b>Evade Modifier</b>		<b>Critical Resistance</b>

## Additional Armor

		Encumbrance
<b>Evade Modifier</b>		<b>Critical Resistance</b>

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







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

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

Item	Notes / Location	Encumbrance	Item	Notes / Location	Encumbrance
Subtotal Encumbrance					
		Subtotal Encumbrance	<b>Total Encumbrance</b> <div style="border: 2px solid black; width: 100px; height: 30px; margin: 5px auto;"></div>		

# Loot

## Money

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

Gems, Stones and Precious Metals

Subtotal Encumbrance

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

**Encumbrance From Equipment Page**

**Total Encumbrance**  **of**

# Orderly Spell Sheet

Major Access Sources

Minor Access Sources

Spell Points

Full Magic Well

Spell Rank

Max Casting Rank

Cast Spell Skill

Spell Ready Skill

Baragade Skill

Conjure Skill

Local Ausa Power

At the Ready?

Spell	Rank	Source	Cost	Casting Difficulty	Casting Time	Range	AoE	Duration	Effect		
			Spell Points								<input type="radio"/>
Spell Type											<input type="radio"/>
			Spell Points								<input type="radio"/>
Spell Type											<input type="radio"/>
			Spell Points								<input type="radio"/>
Spell Type											<input type="radio"/>
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