

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

Maximum Hit Points	Current Hit Points	Death

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
_____	_____

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

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	Crit #	Parry	Block
<hr/> Pips → Next	□ → □	□ → □	□ → □ → □ → □ → □ → □ → □			
to Hit	to Dmg	Ex Dmg	# of Attacks	Crit #	Parry	Block
<hr/> Pips → Next	□ → □	□ → □	□ → □ → □ → □ → □ → □ → □			
to Hit	to Dmg	Ex Dmg	# of Attacks	Crit #	Parry	Block
<hr/> Pips → Next	□ → □	□ → □	□ → □ → □ → □ → □ → □ → □			
to Hit	to Dmg	Ex Dmg	# of Attacks	Crit #	Parry	Block
<hr/> Pips → Next	□ → □	□ → □	□ → □ → □ → □ → □ → □ → □			
to Hit	to Dmg	Ex Dmg	# of Attacks	Crit #	Parry	Block
<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	□ → □ → □	□ → □ → □	□ → □ → □	□ → □ → □	□ → □ → □	□ → □ → □	□ → □ → □
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

		Encumbrance
Vs. Slashing, Hacking and Clawing	Vs. Explosive and Concussive	Vs. Electrical and Shocking
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	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per rolled over needed to Hit</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance
	# of Attacks Bonus to Hit Weapon Dmg Bonus to Damage Extra Damage # Crit # Parry Bonus	Dmg Type: _____	Attack Power: _____
Melee Weapon	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance
Melee Weapon	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance
Melee Weapon	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance

Ranged Weapon	---- Bonus to Hit ---- <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>Short Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Med Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Long Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance
	# of Attacks ___ to ___ Yards ___ to ___ Yards ___ to ___ Yards Weapon Dmg Bonus to Damage Extra Damage # Crit # Parry Bonus Armor By-Pass Ammo	Dmg Type: _____	
Ranged Weapon	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>Short Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Med Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Long Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance
Ranged Weapon	<input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>Short Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Med Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> <small>Long Rng</small> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> <small>1 extra dmg per RO</small> → Natural → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	<input style="border: 1px solid black; border-radius: 15px; width: 60px; height: 30px;" type="text"/> Encumbrance

Item	Notes / Location	Encumbrance	Item	Notes / Location	Encumbrance
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>			<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
	Subtotal Encumbrance	<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>		Subtotal Encumbrance	<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>
		<input style="border: 1px solid black; border-radius: 15px; width: 40px; height: 25px;" type="text"/>	Total Encumbrance		<input style="border: 1px solid black; border-radius: 15px; width: 100px; height: 50px;" type="text"/>

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
			Subtotal Encumbrance	<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"/>
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		<input type="text"/>			<input type="text"/>
		<input type="text"/>			<input type="text"/>
		<input type="text"/>			<input type="text"/>
		Subtotal Encumbrance			Subtotal Encumbrance

Encumbrance From Equipment Page

Total Encumbrance of

Illrathic Spell Sheet

Major Access Sources

Minor Access Sources

Spell Points

Full Magic Well

Spell Rank

Max Casting Rank

Cast Spell Skill

Spell Ready Skill

Notes:

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