

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: 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

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 <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>
<hr/> Pips <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/> → <input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>
<hr/> Pips <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/> → <input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>
<hr/> Pips <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/> → <input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>
<hr/> Pips <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/> → <input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>
<hr/> Pips <input type="text"/> → Next <input type="text"/>	<input type="text"/> → <input type="text"/>	<input type="text"/> → <input type="text"/>	<hr/> Ex Dmg <input type="text"/> # of Attacks <input type="text"/> Crit # <input type="text"/> Parry <input type="text"/> Block <input type="text"/>

Preferred Weapons

Weapon Skill Notes and Abilities:

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

"Best-of" Weapon Bonuses

Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	to Hit	to Dmg	Ex Dmg	# of Att	Crit #	Parry	Block
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	to Hit	to Dmg	Ex Dmg	# of Att	Crit #	Parry	Block
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	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 <input style="width: 100px; height: 30px;" type="text"/>
Vs. Slashing, Hacking and Clawing <input style="width: 60px; height: 40px;" type="text"/>	Vs. Explosive and Concussive <input style="width: 60px; height: 40px;" type="text"/>	Vs. Electrical and Shocking <input style="width: 60px; height: 40px;" type="text"/>	
Vs. Piercing, Puncturing and Bite-Like <input style="width: 60px; height: 40px;" type="text"/>	Vs. Fiery and Heat <input style="width: 60px; height: 40px;" type="text"/>	Vs. Acidic and Corrosive <input style="width: 60px; height: 40px;" type="text"/>	
Vs. Blunt, Whip-Like and Smashing <input style="width: 60px; height: 40px;" type="text"/>	Vs. Cold and Water-Based <input style="width: 60px; height: 40px;" type="text"/>	Vs. Raw Magic <input style="width: 60px; height: 40px;" type="text"/>	
Evade Modifier <input style="width: 60px; height: 40px;" type="text"/>		Critical Resistance <input style="width: 60px; height: 40px;" type="text"/>	

Shield

			Encumbrance <input style="width: 100px; height: 30px;" type="text"/>
Evade Modifier <input style="width: 60px; height: 40px;" type="text"/>	Critical Resistance <input style="width: 60px; height: 40px;" type="text"/>		
Parry Modifier <input style="width: 60px; height: 40px;" type="text"/>	Defense Power <input style="width: 60px; height: 40px;" type="text"/>		
Block Modifier <input style="width: 60px; height: 40px;" type="text"/>			

Additional Armor

			Encumbrance <input style="width: 100px; height: 30px;" type="text"/>
Evade Modifier <input style="width: 60px; height: 40px;" type="text"/>	Critical Resistance <input style="width: 60px; height: 40px;" type="text"/>		

Additional Armor







			Encumbrance <input style="width: 100px; height: 30px;" type="text"/>
Evade Modifier <input style="width: 60px; height: 40px;" type="text"/>	Critical Resistance <input style="width: 60px; height: 40px;" type="text"/>		

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"/> (1 extra dmg per rolled over needed to Hit) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Parry Bonus	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	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"/> (1 extra dmg per RO) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Parry Bonus	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	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"/> (1 extra dmg per RO) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Parry Bonus	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	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"/> (1 extra dmg per RO) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Parry Bonus	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	Dmg Type: _____ Attack Power: _____
Ranged Weapon	---- Bonus to Hit ---- <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> (Short Rng) → <input style="width: 40px; height: 30px;" type="text"/> (Med Rng) → <input style="width: 40px; height: 30px;" type="text"/> (Long Rng) → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> (1 extra dmg per RO) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Armor By-Pass → <input style="width: 40px; height: 30px;" type="text"/> Ammo		Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	Dmg Type: _____
Ranged Weapon	---- Bonus to Hit ---- <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> (Short Rng) → <input style="width: 40px; height: 30px;" type="text"/> (Med Rng) → <input style="width: 40px; height: 30px;" type="text"/> (Long Rng) → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> → <input style="width: 40px; height: 30px;" type="text"/> (1 extra dmg per RO) → <input style="width: 40px; height: 30px;" type="text"/> Natural → <input style="width: 40px; height: 30px;" type="text"/> Armor By-Pass → <input style="width: 40px; height: 30px;" type="text"/> Ammo		Encumbrance <input style="width: 100px; height: 30px;" type="text"/>	Dmg Type: _____

Item	Notes / Location	Encumbrance	Item	Notes / Location	Encumbrance
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
Subtotal Encumbrance		<input style="width: 60px; height: 30px;" type="text"/>			<input style="width: 60px; height: 30px;" type="text"/>
Subtotal Encumbrance			Total Encumbrance <input style="width: 150px; height: 50px; margin-left: 20px;" 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
 Adamant 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

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"/>
		Subtotal Encumbrance			Subtotal Encumbrance

Encumbrance From Equipment Page

Total Encumbrance of

Illrathic Spell Sheet

Major Access Sources

Minor Access Sources

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?
<div style="border: 1px solid black; width: 100%; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%;"></div>
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<div style="border: 1px solid black; width: 100%; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%; background-color: #cccccc;"></div>
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<div style="border: 1px solid black; width: 100%; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%; background-color: #cccccc;"></div>
<div style="border: 1px solid black; width: 100%; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%;"></div>
<div style="border: 1px solid black; width: 100%; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%; background-color: #cccccc;"></div>
<div style="border: 1px solid black; width: 100%; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%;"></div>
<div style="border: 1px solid black; width: 100%; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 100%; height: 60px; background-color: #cccccc;"></div>	<div style="border: 1px solid black; width: 20px; height: 20px; border-radius: 50%; background-color: #cccccc;"></div>