

Class: _____
Level: _____
Race: _____

Name

Alignment

Approach
(Law and Chaos)

Outlook
(Good and Evil)

Attributes

Strength

Att Check:

Bonus to-Hit w/ Heavy Wpns

Bonus to Damage w/ Melee

Encumbrance Limit

Longevity

Att Check:

Bonus Hit Points per Level

Knock Out Percentage

Bonus Resistance vs. Naturals

Agility

Att Check:

Base Evade

Land Speed Modifier

Dexterity

Att Check:

Bonus to-Hit w/ Light Wpns

Bonus to-Hit w/ Ranged Wpns

Intellect

Att Check:

Progression Modifier

Bonus Starting Skills

Max Starting Skill Rank

Mysticism

Att Check:

Max Casting Rank

Bonus Spell Points per Level

Bonus Resistance vs. Magic

Magic

Max Casting Rank

Magic Well

Type of Caster

☐ Illrathic

☐ Mashanic

☐ Orderly

Evades

Dodge

Defense Power: 100

Criticality Struck on:

Block

Defense Power:

Criticality Struck on:

Parry

Defense Power:

Criticality Struck on:

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

Skills

[illegible]

Notes:

Abilities

[illegible]

Weapon Skills

Mastery Styles

Preferred Weapons

Mastery Style	Skill Rank	Progression	Weapon Group
PipsNext	to Hitto Dmg	Ex Dmg# of AttacksCrit #ParryBlock	
PipsNext	to Hitto Dmg	Ex Dmg# of AttacksCrit #ParryBlock	
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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 Hitto DmgEx Dmg# of AttCrit #ParryBlock
Weapon	to Hitto DmgEx Dmg# of AttCrit #ParryBlock
Weapon	to Hitto DmgEx Dmg# of AttCrit #ParryBlock

# 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. Acidic and Corrosive

Vs. Raw Magic

Critical Resistance

Evade Modifier

Vs. Blunt, Whip-Like and Smashing

Shield

		Encumbrance	
Evade Modifier		Critical Resistance	
Parry Modifier		Defense Power	
Block Modifier			

Additional Armor

The diagram shows the **Evade Modifier** (a black-bordered box) connected by a line to the **Encumbrance** box (a gold-bordered box). The **Critical Resistance** box (a black-bordered box) is shown without a connection.

Additional Armor

		Encumbrance	
Evade		Critical	
Modifier		Resistance	

Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per rolled over needed to Hit	Natural	Crit #	Parry Bonus	Bonus to Hit from... Dexterity ☐ Strength ☐	Dmg Type: _____	Attack Power: _____	Encumbrance
Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per RO	Natural	Crit #	Parry Bonus	Bonus to Hit from... Dexterity ☐ Strength ☐	Dmg Type: _____	Attack Power: _____	Encumbrance
Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per RO	Natural	Crit #	Parry Bonus	Bonus to Hit from... Dexterity ☐ Strength ☐	Dmg Type: _____	Attack Power: _____	Encumbrance
Melee Weapon	# of Attacks	Bonus to Hit	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per RO	Natural	Crit #	Parry Bonus	Bonus to Hit from... Dexterity ☐ Strength ☐	Dmg Type: _____	Attack Power: _____	Encumbrance
Ranged Weapon	# of Attacks	Short Rng ___ to ___ Yards	Med Rng ___ to ___ Yards	Long Rng ___ to ___ Yards	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per RO	Natural	Crit #	Armor By-Pass	Ammo	Encumbrance
Ranged Weapon	# of Attacks	Short Rng ___ to ___ Yards	Med Rng ___ to ___ Yards	Long Rng ___ to ___ Yards	Weapon Dmg	Bonus to Damage	Extra Damage # 1 extra dmg per RO	Natural	Crit #	Armor By-Pass	Ammo	Encumbrance

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Loot

Money

	Steel Pieces (St. P)		[1/10 of a Bz. P]	Encumbrance 1 per 10 St. P
	Bronze Pieces (Bz. P)		[-]	Encumbrance 1 per 10 Bz. P
	Silver Pieces (Sv. P)		[50 Bz. P]	Encumbrance 1 per 5 Sv. P
	Gold Pieces (Gd. P)		[100 Bz. P]	Encumbrance 1 per 4 Gd. P
	Mithril Pieces (Mt. P)		[500 Bz. P]	Encumbrance 1 per 1 Mt. P
	Adamant Pieces (Ad. P)		[1,000 Bz. P]	Encumbrance 1 per 30 Ad. P
			Subtotal	
			Encumbrance	

Gems, Stones and Precious Metals

[illegible]