

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

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

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	<input type="text"/>	Vs. Explosive and Concussive	<input type="text"/>	Vs. Electrical and Shocking	<input type="text"/>
Vs. Piercing, Puncturing and Bite-Like	<input type="text"/>	Vs. Fiery and Heat	<input type="text"/>	Vs. Acidic and Corrosive	<input type="text"/>
Vs. Blunt, Whip-Like and Smashing	<input type="text"/>	Vs. Cold and Water-Based	<input type="text"/>	Vs. Raw Magic	<input type="text"/>
	Evade Modifier	<input type="text"/>		Critical Resistance	<input type="text"/>

Shield

		Encumbrance	
Evade Modifier	<input type="text"/>	Critical Resistance	<input type="text"/>
Parry Modifier	<input type="text"/>	Defense Power	<input type="text"/>
Block Modifier	<input type="text"/>		

Additional Armor

		Encumbrance	
Evade Modifier	<input type="text"/>	Critical Resistance	<input type="text"/>

Additional Armor

		Encumbrance	
Evade Modifier	<input type="text"/>	Critical Resistance	<input type="text"/>

Melee Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>
	# 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		Dmg Type: _____		Attack Power: _____						
Melee Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>
Melee Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>
Melee Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>







Ranged Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>
	# of Attacks		Bonus to Hit		Weapon Dmg		Bonus to Damage		Extra Damage # <small>1 extra dmg per RO</small>		Natural Crit #		Parry Bonus		Dmg Type: _____		Attack Power: _____								
			---- Bonus to Hit ----																						
			Short Rng	Med Rng	Long Rng																				
			___ to ___ Yards	___ to ___ Yards	___ to ___ Yards																				

Ranged Weapon	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	→	<input type="text"/>	Bonus to Hit from... <input type="radio"/> Dexterity <input type="radio"/> Strength	Encumbrance <input type="text"/>
	# of Attacks		Bonus to Hit		Weapon Dmg		Bonus to Damage		Extra Damage # <small>1 extra dmg per RO</small>		Natural Crit #		Armor By-Pass		Ammo								
			---- Bonus to Hit ----																				
			Short Rng	Med Rng	Long Rng																		
			___ to ___ Yards	___ to ___ Yards	___ to ___ Yards																		

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

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"/>
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