

Character Name:	
Race:	Country:
Player:	Level:
Saved Skill Points:	Saved XP:
Logistics Approval:	Date:

KINGDOMS OF NOVITAS

Character Sheet v6.1 August 2019

Combat Skills 50			Production Skills 75			Production	Craft	Roleplaying Skills 100		
Body 1	1		Alchemy 1	1						Chosen 1
Body 2	2		Alchemy 2	2				Chosen 2	4	
Body 3	3		Alchemy 3	3				Chosen 3	4	
Body 4	4		Alchemy 4	4				Chosen 4	4	
Buckler Fighting	1		Alchemy 5	5				Chosen 5	4	
Shield Fighting	1		Brew Potion	2				Druid 1	4	
Melee Training	2		Ornamenter 1	4	10	10		Druid 2	4	
Melee Proficiency	3		Ornamenter 2	2				Druid 3	4	
Melee Expert	4		Ornamenter 3	3				Druid 4	4	
Melee Master	5		Ornamenter 4	4				Druid 5	4	
Two Weapon Fighting	2		Ornamenter 5	5				Medium 1	4	
Two Weapon Expert	3		Scribe Scroll	4				Medium 2	4	
Two Weapon Master	4		Tinkerer 1	4				Medium 3	4	
Great Weapon Training	2		Tinkerer 2	2				Medium 4	4	
Missile Training	2		Tinkerer 3	3				Medium 5	4	
Missile Proficiency	2		Tinkerer 4	4				Merchant 1	4	
Missile Expert	2		Tinkerer 5	5				Merchant 2	4	
Missile Master	2		Weaponsmith 1	4				Merchant 3	4	
Thrown Weapons	2		Weaponsmith 2	2				Merchant 4	4	
Thrown Weapon Master	3		Weaponsmith 3	3				Merchant 5	4	
			Weaponsmith 4	4				Status 1	4	
			Weaponsmith 5	5				Status 2	4	
General Skills 24			Special Powers (RP/Title Abilities)					Status 3	4	
Estimate Value	2							Status 4	4	
First Aid	1							Status 5	4	
Herbalist	2					Experience Awards				
Identify Magic	2					Date	Amount	Reason	Marshal	
Language: Andaranian	1									
Language: Draconian	1									
Language: Elven	1									
Language: Snow Goblin	1									
Language: Sylvan	1									
Language: Terran	1									
Language: Canine	1									
Language: Apian	1									
Language: Diabolic	1									
Language: Thieves Cant	1									
Lore	2		Front Side Total							
Advanced Lore	3		Back Side Total							
Read Magic	2		Total							

Skill Points = (Level x2) + 4

Craft Points and Production Points are 2 points per Skill Point

	Aegis	31	Magic Power		Nature	31
	Rituals of Protection	1			Rituals of Nature	1
	Magic Armor	1			Grounding	1
	Toughness	1			Mend Armor	1
	Anti-Magic Shield	2			Dissipate	2
	Spirit Shield	2			Natural Repulsion	2
	Improved Magic Armor	3			Elemental Dart	3
	Sanctuary	3			Elemental Weapon	3
	Anti-Magic Aura	4			Banish	4
	Synchronize	4			Nature's Command	4
	Aura of Reflection	5		Ley Lines	5	
	Poison Immunity	5		Primal Form	5	
	Battle	31			Necromancy	31
	Rituals of Battle	1			Rituals of Necromancy	1
	Magic Strike	1			Ghastly Visage	1
	Strength	1			Reap Spirit	1
	Mageblade	2			Creeping Rot	2
	Magic Swarm	2			Repel Undead	2
	Slaying Swarm	3			Brackish Boon	3
	Spellstore	3			Curse	3
	Maelstrom	4		Detect Spark	4	
	Ruin	4		Enfeeble	4	
	Battle Mastery	5		Abomination	5	
	Devastation	5		Dreadlord	5	
	Compulsion	31			Restoration	31
	Rituals of Compulsion	1		Rituals of Restoration	1	
	Disengage	1		Diagnosis	1	
	Weaken	1		Heal Body	1	
	Charm	2		Purify Spirit	2	
	Silence	2		Restore Limbs	2	
	Memory Loss	3		Heal Mortal Wound	3	
	Pin	3		Resilience	3	
	Fear	4		Panacea	4	
	Stun	4		Triage	4	
	Dominate	5		Revive	5	
	Mind Blank	5		Second Breath	5	
	Enchantment	31	Epic Items			
	Rituals of Enchantment	1	Num.	Name	Powers	
	Enhance Armor	1				
	Magic Lock	1				
	Enchant Shield	2				
	Silvershine	2				
	Enchant Weapon	3				
	Spellburst	3				
	Ablative Armor	4				
	Dispel Magic	4				
	Shadowskin	5				
	Wraithbane	5	Back Side Total			