Midheim Character Sheet

	EXP/Level:	EXP next Level:

Mortal Race:	Age:
Homeland:	Background:
Weight:	Size:

Looks:

Attributes: AP:

Strength:	Intelligence:
Toughness:	Wisdom:
Dexterity:	Focus:
Agility:	Charisma:

Health:	Exhaustion:	Movement Range:
Base + Level + Toughness	Base + Toughness/2 + Wisdom/2	Base + Agility/3
Initiative:	Passive Perception:	Active Perception:
Agility + Focus	Base Perception	Passive Perception + Focus/2

Notes:

Inventory I

Storage:

Money and Valuables:

Inventory:

Armor & Appearance:

Title: (e.g. Helmet)	Place: (e.g. Head)	Type: (e.g. Heavy)	Amount: (e.g. 4)

Weapons:

Weapon:	Manoeuvres / Rank:	Attack Check:	Defence Checks:
Attack Melee:	Attack Ranged:	Defence Melee:	Defence Ranged:

Weapon:	Manoeuvres / Rank:	Attack Check:	Defence Checks:
Attack Melee:	Attack Ranged:	Defence Melee:	Defence Ranged:

Weapon:	Manoeuvres / Rank:	Attack Check:	Defence Checks:
Attack Melee:	Attack Ranged:	Defence Melee:	Defence Ranged:

Weapon:	Manoeuvres / Rank:	Attack Check:	Defence Checks:
Attack Melee:	Attack Ranged:	Defence Melee:	Defence Ranged:

Traits I:

Title:	Rank:	Description:

Weapon Traits I:

Title:	Weapon Types:	Description:

Magic:

Spell:	
Cast Type:	
Spell Power	
Range:	
Description,	
Cost, Cooldown:	

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Range:	
Description,	
Cost, Cooldown:	

Inventory II

Miscellaneous: