



## A TRACKING CHARACTER SHEET

VERSION 1.2 F

*INTRODUCTION: This character sheet is designed to make tracking various dice pools easier by using paperclips. Tracks for likely-to-change pools (like Strength, Willpower, or Torches) are moved to the edge of the sheet where the player may use a paperclip to mark the transient value. Permanent values may be marked by writing directly on the sheet (circling the permanent Strength value, for example). I take no credit for this paperclip idea; to the best of my knowledge, Shawn Tomkin, author of the IRONSWORN RPG, came up with it. Kudos!*

BY CLAYCLE



This document is intended solely for personal use in your **Forbidden Lands** role-playing game by Fria Ligan AB.

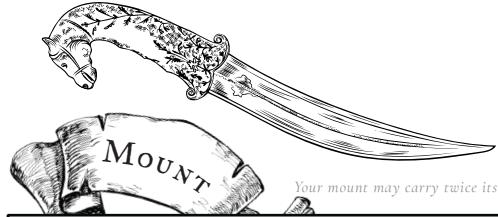
# FORBIDDEN LANDS

SCROLLWORK V1.2 F

STR	Kin				Profession				STATUS				WILLPOWER	EXP	IO	
6	Crafting				Age	Reputation			Sleepy	Hungry	Thirsty	Cold			9	
5	Endurance				Pride										8	
4	Melee				Dark Secret										7	
3	Might														6	
2															5	
I															4	
<b>PORTRAIT</b>															Willpower	Willpower
															Willpower	Willpower
<b>WEAPONS</b>															Willpower	Willpower
AGI		Marksmanship													2	
6	Move														1	
5	Sleight of Hand														4	
4	Stealth														3	
3															2	
2															1	
I															4	
WIT		Insight													3	
6	Lore														2	
5	Scouting														1	
4	Survival														8	
3															7	
2															6	
I															5	
EMP		Animal Handl'n													4	
6	Healing														3	
5	Manipulation														2	
4	Performance														1	
<b>GEAR</b>															Armor	Armor
<b>MAX CARRY</b> STRENGTH x 2															Shield	Bonus
															Helmet	Rating
															Armor	Rating
<b>TINY ITEMS</b>															Cash	
															Copper	
															Silver	
															Gold	
<small>Gear stowed on mount on obverse.</small>															1st Weapon	
															2nd Weapon	
Food				Water				Torches				Arrows				
D6	D8	D10	D12	D6	D8	D10	D12	D6	D8	D10	D12	D6	D8	D10	D12	

## RELATIONSHIPS

To	Relationship



## Max Carry



Your mount may carry twice its Max Carry if not ridden.

[Empty box for notes]

Name	STR	AGI
I	II	
2	12	
3	13	
4	14	
5	15	
6	16	
7	17	
8	18	
9	19	
10	20	

## MAGIC

Spell	Rank	Range	Duration
Spell	Rank	Range	Duration
Spell	Rank	Range	Duration
Spell	Rank	Range	Duration
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The common spells are: Magical Seal (1), Sense Magic (1), Dispel Magic (2), Obscure Magic (2), Bind Magic (3), and Transfer (3).

## RECORDS

## NOTES

## & SKETCHES

