



A TRACKING CHARACTER SHEET

VERSION 1.2 F2

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 VOL. 2

STR	Crafting	Kin	Profession	Sleepy	Hungry	Thirsty	Cold	WILLPOWER	EXP	IO
6										9
5	Endurance	Age	Reputation							8
4		Pride								7
3	Melee		Dark Secret							6
2										5
I	Might									4

AGI	Marksmanship	PORTRAIT		TALENTS		Shield	Helmet	Armor
6				Talent	Rank			
5	Move			Talent	Rank			
4				Talent	Rank			
3	Sleight of Hand			Talent	Rank			
2				Talent	Rank			
I	Stealth			Talent	Rank			

WIT	Insight	First	Bonus	Damage	Range	Comment	2nd Weapon
6		Second	Bonus	Damage	Range	Comment	
5	Lore		Bonus	Damage	Range	Comment	
4			Bonus	Damage	Range	Comment	
3	Scouting		Bonus	Damage	Range	Comment	
2			Bonus	Damage	Range	Comment	
I	Survival		Bonus	Damage	Range	Comment	

EMP	Animal Handl'n	GEAR		MAX CARRY		CASH		1st Weapon
6				STRENGTH x 2		Shield	Bonus	
5	Healing					Helmet	Rating	
4						Armor	Rating	
3	Manipulation							
2								
I	Performance							

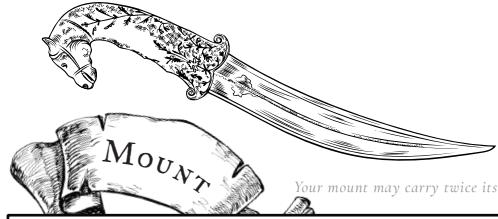
Food				Water				Torches				Arrows			
D6	D8	D10	D12	D6	D8	D10	D12	D6	D8	D10	D12	D6	D8	D10	D12

Gear stowed on mount on obverse.

TINY ITEMS			
Copper	Silver	Gold	

RELATIONSHIPS

To _____	Relationship



Max Carry



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

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

MAGIC

Spells	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

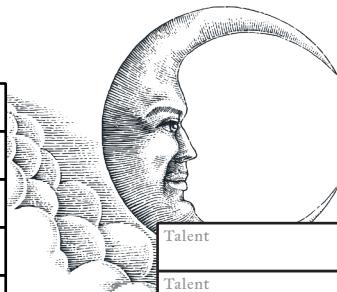
NOTES

& SKETCHES

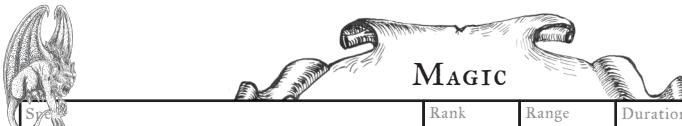




GEAR



TALENTS



MAGIC

