



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

AGI	Marksmanship	Talent	Rank
6	Move		
5	Sleight of Hand		
4	Stealth		
3			
2			
I			

WIT	Insight	Talent	Rank
6	Lore		
5	Scouting		
4	Survival		
3			
2			
I			

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

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

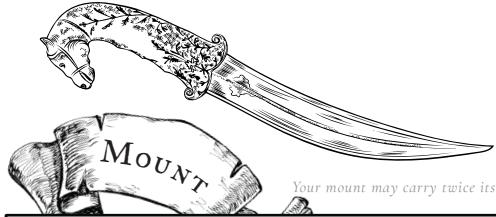
Willpower	2	1	4	3	2	1	2	3	2	1	8	7	6	5	4	3	2	1	2

WEAPONS	First	Bonus	Damage	Range	Comment
	Second	Bonus	Damage	Range	Comment
		Bonus	Damage	Range	Comment
		Bonus	Damage	Range	Comment
		Bonus	Damage	Range	Comment

TINY ITEMS	CASH	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
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

