



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 | | Willpower | |
|-----|-----------|-----|------------|-------------|--|----------|--------|---------|------|-----------|--|-----|--|-----------|----|
| 6 | Crafting | | | | | Sleepy | Hungry | Thirsty | Cold | | | | | 9 | 10 |
| 5 | Endurance | Age | Reputation | Pride | | | | | | | | | | 8 | 9 |
| 4 | Melee | | | Dark Secret | | Injuries | | | | | | | | 7 | 8 |
| 3 | Might | | | | | | | | | | | | | 6 | 7 |
| 2 | | | | | | | | | | | | | | 5 | 6 |
| I | | | | | | | | | | | | | | 4 | 5 |

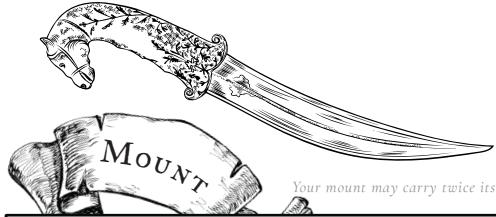
| AGI | | WEAPONS | | TALENTS | | SHIELD | | HELMET | | ARMOR | | CASH | | 1st Weapon | |
|-----|-----------------|---------|-------|---------|-------|---------|--|--------|--|-------|--|------|--|------------|---|
| 6 | Marksmanship | First | Bonus | Damage | Range | Comment | | | | | | | | | 2 |
| 5 | Move | Second | Bonus | Damage | Range | Comment | | | | | | | | | 1 |
| 4 | | | Bonus | Damage | Range | Comment | | | | | | | | | 4 |
| 3 | Sleight of Hand | | Bonus | Damage | Range | Comment | | | | | | | | | 3 |
| 2 | Stealth | | Bonus | Damage | Range | Comment | | | | | | | | | 2 |
| I | | | | | | | | | | | | | | | 1 |

| WIT | | GEAR | | MAX CARRY | | TINY ITEMS | | 2nd Weapon | |
|-----|----------|--------|-------|--------------|--|------------|--------|------------|--|
| 6 | Insight | First | Bonus | Strength x 2 | | CASH | COPPER | 1st Weapon | |
| 5 | Lore | Second | Bonus | | | | SILVER | 2nd Weapon | |
| 4 | | | Bonus | | | | GOLD | | |
| 3 | Scouting | | Bonus | | | | | | |
| 2 | Survival | | Bonus | | | | | | |
| I | | | Bonus | | | | | | |

| EMP | | Food | | Water | | Torches | | Arrows | |
|-----|----------------|------|----|-------|-----|---------|----|--------|-----|
| 6 | Animal Handl'n | D6 | D8 | D10 | D12 | D6 | D8 | D10 | D12 |
| 5 | Healing | | | | | | | | |
| 4 | | | | | | | | | |
| 3 | Manipulation | | | | | | | | |
| 2 | Performance | | | | | | | | |
| I | | | | | | | | | |

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 |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |
| Spell | Rank | Range | Duration |

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

