A TRACKING CHARACTER SHEET

VERSION 1.1

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

FREE LEAGUE WORKSHOP FORBIDDEN LANDS

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

Forbidden Lands

Name

Kin	Profession
Age	Reputation
Pride	
Dark Secret	

Sleepy · Hungry · Thirsty · Cold

Status

Willpower

EXP

Injuries

STR

6	Crafting
5	Endurance
4	
3	Melee
2	Might
1	

AGI

6	Marksmanship
5	Move
4	
3	Sleight of Hand
2	Stealth
1	

WIT

6	Insight
5	Lore
4	
3	Scouting
2	Survival
1	

EMP

6	Animal Handl'n
5	Healing
4	
3	Manipulation
2	Performance
1	

Portrait

Talents

Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank
Talent	Rank

Weapons

	Bonus	Damage	Range	Comment
First				
Second				

Gear

Max Carry
STRENGTH x 2

	Bonus

Armor

Shield	Bonus
Helmet	Rating
Armor	Rating

Tiny Items

Cash

Copper · Silver · Gold

Gear stowed on mount on obverse.

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

Willpower: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Shield: 2, 1

Helmet: 4, 3, 2, 1

Armor: 8, 7, 6, 5, 4, 3, 2, 1

1st Weapon: 3, 2, 1

2nd Weapon: 3, 2, 1

Relationships

To	Relationship
To	Relationship
To	Relationship
To	Relationship
To	Relationship

Mount

Max Carry

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

Name	STR	AGI

1	11
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
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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