

Character: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Alignment: \_\_\_\_\_

Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Patron God(s): \_\_\_\_\_ (Anointed? Y ☐ N ☐) Handedness: \_\_\_\_\_

ABILITIES	STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	INT	ATTACK MOD.				
	WIS	INIT MOD.	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
	DEX	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	CON	PHYSICAL SAVING THROW BONUS				
	LKS					
	CHA	TURNING MOD. MORALE MOD.				
	Honor	HON WINDOW HON PENALTY WINDOW				
	Fame	HONOR BONUSES OR PENALTIES:				
		CATEGORY OF FAME:				

Morale: ☐ Hero ☐ Fearless ☐ Brave ☐ Steady ☐ Nervous ☐ Cowardly

**Armor Worn**

Body: \_\_\_\_\_ (damage reduction = \_\_\_\_)

Shield: \_\_\_\_\_ (+ \_\_\_\_ defense, absorbs \_\_\_\_ hp)

DAMAGE TRACKER -2 ☐ ☐ ☐ ☐ ☐ ☐ -1 ☐ ☐ ☐ ☐ ☐ ☐ -3 ☐ ☐ ☐ ☐ ☐ ☐



**ACCUMULATED BUILDING POINTS**

**Threshold of Pain**

**EXPERIENCE**

FOR NEXT LEVEL:

2ND = 400

3RD = 1200

4TH = 2200

5TH = 3400

6TH = 4850

7TH = 6600

8TH = 8700

9TH = 11200

10TH = 14150

**HIT POINTS:** \_\_\_\_\_ **PREVIOUS HIT POINT ROLL:** \_\_\_\_\_

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

**COMBAT PROFILE WITH MELEE WEAPON:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: \_\_\_\_\_

**COMBAT PROFILE WITH MISSILE WEAPON:** \_\_\_\_\_

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: \_\_\_\_\_ Base Weapon Damage: \_\_\_\_\_ Reach: \_\_\_\_\_

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: \_\_\_\_\_

Specialization cost varies by class. Replace 'x' with these values based on your character's class.

**SPELLS\***

LEVEL	MEMORIZED?	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>							
JOURNEYMAN	<input type="radio"/>							
1	<input type="radio"/>							
2	<input type="radio"/>							
3	<input type="radio"/>							
4	<input type="radio"/>							
5	<input type="radio"/>							
6	<input type="radio"/>							
7	<input type="radio"/>							
8	<input type="radio"/>							
9	<input type="radio"/>							
10	<input type="radio"/>							

**TOTAL SPELL POINTS** \_\_\_\_\_

**SPELL POINT TRACKER**

HUNDREDS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TENS ☐

SINGLES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

*\*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

## Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8



