

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

## Character Record

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			
	HONOR BONUSES OR PENALTIES:						
Fame	CATEGORY OF FAME:						
Morale: <input type="radio"/> Hero <input type="radio"/> Fearless <input type="radio"/> Brave <input type="radio"/> Steady <input type="radio"/> Nervous <input type="radio"/> Cowardly							

**Armor Worn**

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

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

DAMAGE TRACKER

-1	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
-2	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
-3	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>



**ACCUMULATED  
BUILDING POINTS**



**Threshold of Pain**

EXPERIENCE	FOR NEXT LEVEL:
2 <sup>ND</sup> = 400	
3 <sup>RD</sup> = 1200	
4 <sup>TH</sup> = 2200	
5 <sup>TH</sup> = 3400	
6 <sup>TH</sup> = 4850	
7 <sup>TH</sup> = 6600	
8 <sup>TH</sup> = 8700	
9 <sup>TH</sup> = 11200	
10 <sup>TH</sup> = 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: \_\_\_\_\_

		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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*\*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



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

