|  |  |
| --- | --- |
| Character Information |  |
| Name | {CHAR\_NAME} |
| Age | {CHAR\_AGE} |
| Race | {RACE\_NAME} {SUB\_RACE\_NAME} |
| Culture | {CHAR\_CULTURE} |
| Class | {CHAR\_CLASS} |
| Occupation | {CHAR\_OCCUPATION} |
| Languages | {#languages}{CHAR\_LANGUAGES}{/languages} |
| Remarks{\_CHAR\_NOTES} | |

|  |  |  |
| --- | --- | --- |
| Psysical |  | Body |
| Total Hit Points (HP) | {TOTAL\_HP} | Dominant hand |
| Armor Points (PP) | {CHAR\_AP\_GENERAL} | {CHAR\_DOM\_HAND\_D} |
| * Head | {CHAR\_AP\_HEAD} |
| * Torso | {CHAR\_AP\_TORSO} |
| * Legs | {CHAR\_AP\_LEGS} |
| * Arms | {CHAR\_AP\_ARMS} |
| Remarks | |

|  |  |  |
| --- | --- | --- |
| Spiritual/Mental |  | Soul |
| Alligned to Deity | {DEITY\_NAME} | *Mark changes to the soul (SL-call)\** |
| Total Mana Points (MP) | {TOTAL\_ELEM\_MANA} |
| Total Arcane Mana Points | {TOTAL\_ARC\_MANA} |
| Total Chaos Mana Points | {TOTAL\_CHAOS\_MANA} |
| Total Divinity Points (DP) | {TOTAL\_DIVINITY} |
| Remarks | |

|  |  |  |
| --- | --- | --- |
| Magical effects on person\*\* | Magical Items\*\*\* | Location (when applicable) |
|  |  |  |
|  |  |  |
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\*A damaged soul (25%, or more, not present in the body) has an additional effect: Magical healing (Elemental and Divine) only works on the part of your soul that is still left in your body. Therefore, if only threequarters (75%) of your soul is still in your body, magical healing only restores 75% of the HP it would normally restore (rounded down).

\*\*A maximum of 5 magical effects can be active on 1 person. This includes magical effects from items. Ask SL if you are unsure whether a certain magical item or spell counts as a magical effect.

\*\*\*Only one magicaleffect can be active on an item, on any given time.

|  |  |
| --- | --- |
| Total Skill points |  |
| Race | {TOTAL\_RACE\_XP} |
| Additional (Background specific) | {CHAR\_XP\_ADJUST} |
| Gained during events\* | {TOTAL\_EVENT\_XP} |
| Gained during quests (Special/Evening)\* | {TOTAL\_QUEST\_XP} |
| Total | {TOTAL\_XP} |

\*Events = Standard 3 skill points; Special = Standard 2 skill points; Bar event = Standard 1 skill point.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Skill | Level | Class | Cost | Divinity/Mana |
| {#skills}{SKILL\_NAME} | {LEVEL\_ID} | {CATEGORY\_NAME} | {SKILL\_COST} | {SKILL\_RESOURCE\_GAIN}{/skills} |
| Total |  |  | {xp\_spend\_skills} | {total\_mana\_divinity\_gain} |

| Spells (Elemental) | Element | Cost |
| --- | --- | --- |
| {#spells}{SPELL\_NAME} | {SPELL\_TYPE\_NAME} | {SPELL\_LEVEL}{/spells} |
| Total |  | {xp\_spend\_spells}\* |

\* For each elemental spell you receive one extra Mana Point (MP).

| Prayers (Divine) | Deity | Cost |
| --- | --- | --- |
| {#prayers}{PRAYER\_NAME} | {DEITY\_NAME} | {PRAYER\_LEVEL}{/prayers} |
| Total |  | {xp\_spend\_prayers} |