

CHARACTER _____ PLAYER _____ LEVEL _____

RACE _____ CLASS _____ PATH _____ GENDER _____

HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____ AGE _____ SIZE _____



Character Sheet

SPIRITUALITY

TRAINABLE 75 EXP	
STR STRENGTH	
DEX DEXTERITY	
AGI AGILITY	
FOC FOCUS	
SPR SPIRIT	

SENSES RANGE

BLIND SIGHT	
DARK VISION	
LOW LIGHT	
SMELL	
TREMORSENSE	
THERMAL	

VICE

INHERENT	
WIL WILLPOWER	
LUK LUCK	
AWR AWARENESS	
PRS PRESENCE	

SPD SPEED

BASE	
LIGHT ENC.	-5
MOD. ENC.	-10
HEAVY ENC.	-15
RUN	x2
SWIM	
BURROW	
FLY	
JUMP	

VIRTUE

SAVES 50 EXP		BASE	MOD	TOTAL
DISABLE				
CONDITION				
BALANCE				
MAGIC				
PHYSICAL RESISTANCES				
BLUDGEONING				
SLASHING				
PIERCING				
ENERGY RESISTANCES				
ANIMUS				
ASTRAL				
CHAOS				
EARTH				
FIRE				
ICE				
LIGHTNING				
LIGHT				
ORDER				
SHADOW				
SPIRIT				
WATER				
WIND				

LANGUAGES

HP HEALTH POINTS	MP MANA POINTS	SP STAMINA POINTS	AP ACTION POINTS	XP EXPERIENCE POINTS
MAXIMUM	MAXIMUM	MAXIMUM	INITIATIVE	CURRENT
CURRENT	CURRENT	CURRENT		SPENT

5 EXP per 2 HP or 2 MP

TALENTS 5 EXP

PHYSICAL		RANK	BASE	MOD	TOTAL
ACROBATICS	AGI				
ANIMAL HANDLING	DEX				
CLIMBING	STR				
PERFORMANCE:	AGI				
PERFORMANCE:	AGI				
ESCAPE ARTIST	AGI				
FORAGING	SPR				
RIDING:	DEX				
RIDING:	DEX				
SWIMMING	STR				
TRACKING	FOC				

CUNNING

DISABLE TRAPS	DEX				
DISGUISE	SPR				
ETIQUETTE	SPR				
FORGERY	DEX				
JUDGE CHARACTER	SPR				
STREET SMARTS	SPR				
MAGIC SEALING	SPR				
SNEAKING	AGI				
SUBTERFUGE	SPR				
THIEVERY	DEX				

INTELLECT

GEOGRAPHY	FOC				
HISTORY	FOC				
LINGUISTICS	FOC				
MAGIC	FOC				
MEDICINE	FOC				
MERCANTILE	FOC				
NAVIGATION	FOC				
REALMS	FOC				
SCRIBING	FOC				
SPIRITUALITY	FOC				
SUBTERRA	FOC				
WILDERNESS	FOC				

NOTES

COMBAT

	BASE	MOD	TOTAL		BASE	MOD	TOTAL
PRECISION				BLUNDER			
ACUITY				DAMAGE REDUCTION			
DEFENSE BONUS				MAGIC REDUCTION			
				CRIT RANGE			

WEAPON

WEAPON	WEAPON EFFECT	DAMAGE L/H	RANGE

ARMOR

DR	MR	AGI PENALTY	SPD PENALTY	ARMOR EFFECT

MAGICAL ITEMS

MAGICAL EFFECT