

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 ITEM	MAGICAL EFFECT