

CHARACTER

PLAYER

LEVEL

# Endless Realms

RACE

CLASS

PATH

GENDER

HEIGHT

WEIGHT

HAIR

EYES

AGE

SIZE

SPIRITUALITY

VICE

VIRTUE

LANGUAGES

Character Sheet

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

SENSES RANGE	
BLIND SIGHT	
DARK VISION	
LOW LIGHT	
SMELL	
TREMORSENSE	
THERMAL	

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	

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			

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 EFFECT	DAMAGE L/H	RANGE

ARMOR	DR	MR	AGI PENALTY	SPD PENALTY	ARMOR EFFECT

MAGICAL ITEMS	MAGICAL EFFECT