

Name: _____ Loremaster: _____
 Race: _____ Class: _____ Specialization: _____
 Level: _____ Movement: _____ Languages: _____
 Experience: _____ Life Points: _____
 Renown: _____ Encounter Pts.: _____
(per encounter) (per day)



ALCHEMIST CLASS

TRAIT CHECKS							
	Base Score	Racial Mod.	Class Mod.	Level Mod.	Misc. Mod.	Total Trait Score	Trait Modifier
Vitality	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Intellect	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Appeal	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Might	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Agility	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Mana	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Aether	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____
Spirit	_____	+ _____	+ _____	+ _____	+ _____	= _____	_____

DEFENSE CHECK	
Armor	_____

READINESS CHECKS	
Awareness	_____
Initiative	_____

COPPER	_____
SILVER	_____
GOLD	_____

BASIC ATTACKS	
Weapon	_____
Attack Mod.:	_____
Total Damage:	_____
Weapon	_____
Attack Mod.:	_____
Total Damage:	_____
Weapon	_____
Attack Mod.:	_____
Total Damage:	_____
Weapon	_____
Attack Mod.:	_____
Total Damage:	_____

SKILL CHECKS								
Skill	Rank	Skill Modifier <small>(Round Down)</small>	Skill	Rank	Skill Modifier <small>(Round Down)</small>	Skill	Rank	Skill Modifier <small>(Round Down)</small>
Appraise	_____	x 1.5 = _____	Geography	_____	x 1.5 = _____	Thievery	_____	x 1.5 = _____
Architecture	_____	x 1.5 = _____	History	_____	x 1.5 = _____	Melee Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>
Diplomacy	_____	x 1.5 = _____	Linguistics	_____	x 1.5 = _____	Melee Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>
Engineering	_____	x 1.5 = _____	Religion	_____	x 1.5 = _____	Melee Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>
Folklore	_____	x 1.5 = _____	Stealth	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>
Forestry	_____	x 1.5 = _____	Streetwise	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>
Forgery	_____	x 1.5 = _____	Survival	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ <small>(weapon category)</small>

CONCOCTIONS		
MODIFICATIONS:	Attack modifier (if thrown) = + 1/2 Agility base modifier	Damage modifier = 1/2 Intellect base modifier x Level
Concoction -	Concoction -	Concoction -
Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____
Concoction -	Concoction -	Concoction -
Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____
Concoction -	Concoction -	Concoction -
Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Materials Cost: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____

