

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



ARCANE/NATURE/SACRED CLASSES

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 = _____ (weapon category)
Diplomacy	_____	x 1.5 = _____	Linguistics	_____	x 1.5 = _____	Melee Prof.	_____	x 1.5 = _____ (weapon category)
Engineering	_____	x 1.5 = _____	Religion	_____	x 1.5 = _____	Melee Prof.	_____	x 1.5 = _____ (weapon category)
Folklore	_____	x 1.5 = _____	Stealth	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ (weapon category)
Forestry	_____	x 1.5 = _____	Streetwise	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ (weapon category)
Forgery	_____	x 1.5 = _____	Survival	_____	x 1.5 = _____	Range Prof.	_____	x 1.5 = _____ (weapon category)

INCANTATIONS

MODIFICATIONS: +1 "to attack" = +1 encounter point +1d4 Damage = +1 encounter point +1 Range = +1 encounter point +1 Round = +1 encounter point +1 AOE = +2 encounter points

Incantation -	Incantation -	Incantation -
Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____
Incantation -	Incantation -	Incantation -
Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____
Incantation -	Incantation -	Incantation -
Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____	Encounter Points: _____ Casting Time: _____ Attack vs.: _____ Range: _____ AOE: _____
Initial Effect: _____	Initial Effect: _____	Initial Effect: _____
Ongoing Effect: _____	Ongoing Effect: _____	Ongoing Effect: _____

