

Name: _____ Loremaster: _____

Race: _____ Class: _____ Specialization: _____



MARTIAL CLASSES

Level: _____ Movement: _____ Languages: _____
Experience: _____ Life Points: _____
Renown: _____ Encounter Pts.: _____
(per encounter) (per day)

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>

COMBAT MANEUVERS

MODIFICATIONS: +1 "to attack" = +1 encounter point +1d4 Damage = +1 encounter point +1 Round = +1 encounter point

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

Maneuver -

Encounter Points: _____ Casting Time: _____ Attack vs.: _____

Initial Effect: _____

Ongoing Effect: _____

EQUIPMENT

Slots	Item	Tensile	Slots	Item	Tensile

CRAFTING SKILLS

Skill	Rank	Mod.	Crafting Attempts
Apothecary	_____	_____	_____
Armorsmith	_____	_____	_____
Baker	_____	_____	_____
Blacksmith	_____	_____	_____
Bladesmith	_____	_____	_____
Bowyer	_____	_____	_____
Brewer	_____	_____	_____
Cartographer	_____	_____	_____
Cobbler	_____	_____	_____
Cook	_____	_____	_____
Falconer	_____	_____	_____
Farmer	_____	_____	_____
Fisherman	_____	_____	_____
Herbologist	_____	_____	_____
Jeweler	_____	_____	_____
Leather Worker	_____	_____	_____
Potter	_____	_____	_____
Scribner	_____	_____	_____
Stonecarver	_____	_____	_____
Tailor	_____	_____	_____
Woodworker	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

ARMOR

ITEM 1		ARMOR MODIFIER	+	ITEM 2		ARMOR MODIFIER	=	TOTAL MODIFIER
Head	_____	_____	+	_____	_____	_____	=	_____
Shoulders	_____	_____	+	_____	_____	_____	=	_____
Chest	_____	_____	+	_____	_____	_____	=	_____
Arms	_____	_____	+	_____	_____	_____	=	_____
Hands	_____	_____	+	_____	_____	_____	=	_____
Waist	_____	_____	+	_____	_____	_____	=	_____
Legs	_____	_____	+	_____	_____	_____	=	_____
Feet	_____	_____	+	_____	_____	_____	=	_____
Shield	_____	_____	+	_____	_____	_____	=	_____
Other	_____	_____	+	_____	_____	_____	=	_____
Other	_____	_____	+	_____	_____	_____	=	_____
Set of Armor:								_____ = _____
TOTAL ARMOR MODIFIER:								_____

NOTES

WEAPONS

Item	1/2 Agility Mod.	+ Skill Mod.	+ Class Mod.	+ Misc. Mod.	= Attack Modifier	Base Weapon Damage	+ 1/2 Might Mod.	+ Misc. Mod.	= Total Damage
_____	_____	+	_____	+	_____	+	_____	+	_____
_____	_____	+	_____	+	_____	+	_____	+	_____
_____	_____	+	_____	+	_____	+	_____	+	_____
_____	_____	+	_____	+	_____	+	_____	+	_____