

Name _____ Race _____ Class _____ Level _____

STR /

INT /

WIS /

DEX /

CON /

LKS /

CHA /

Alignment: _____

Homeland: _____

Patron Deity: _____

Sex: _____ Anointed? _____

Age: _____

Height: _____

Weight: _____

Handed: _____

Hair: _____

Eyes: _____

Maximum Hit Points / Current Hit Points

Last HP Roll

Physical Saving Throw

Mental Saving Throw

Dodge Saving Throw

Feat of Strength

Feat of Agility

Racial and Class Abilities

Talents and Proficiencies

Honor _____

Fame _____

Quirks & Flaws

Languages	Language	Level	Mastery	Literate	Level

Contacts & Allies

Background

Adventure Notes

Character Overview

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Mage Spells

Cleric Spells

Move Rate

Next Action

Armor / Shield Detail

Hand icon

SPEED INIT

ATTACK DMG REDUCTION

DEFENSE DAMAGE

REACH TOP SAVE

Hand icon

SPEED INIT

ATTACK DMG REDUCTION

DEFENSE DAMAGE

REACH TOP SAVE

Hand icon

Rate of Fire INIT

ATTACK DMG REDUCTION

DEFENSE DAMAGE

Short Rng TOP SAVE

Ammo

Hand icon

SPEED INIT

ATTACK DMG REDUCTION

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DEFENSE DAMAGE

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Hand icon

Rate of Fire INIT

ATTACK DMG REDUCTION

DEFENSE DAMAGE

Short Rng TOP SAVE

Ammo

Hand icon

Maximum Hit Points

Current Hit Points

Hand icon

Fatigue Penalty

Physical Save Throw

Mental Save Throw

Dodge Save Throw

Luck / Chivalry Points

Encumbrance Level	Load	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Fatigue Modifier	Sprint Speed	Run Speed	Jog Speed	Walk Speed
None		0	0	0	0	0				
Light		0	-1	0	0	+1				
Medium		+1	-2	+1	+1	+3				
Heavy		+2	-4	+2	+2	+6				

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Skills

Skills Known

Universal Skills List

Acting (LKS/CHA)
Animal Husbandry (WIS)
Animal Mimicry (WIS)
Boating (WIS)
Cartography (INT)
Climbing/Rappelling (STR/DEX)
Current Affairs (WIS)
Diplomacy (CHA)
Disguise (INT/CHA)
Distraction (CHA)
Escape Artist (INT/DEX)
Fire Building (WIS)
Glean Information (INT/WIS/CHA)
Hiding (INT/DEX)
Interrogation (WIS/CHA)
Intimidation (STR/CHA)
Jumping (STR)
Law (INT)
Listening (WIS)
Observation (WIS)
Oration (CHA)
Persuasion (CHA)
Pick Pocket (DEX)
Reading Lips (INT)
Recruiting (CHA)
Resist Persuasion (WIS)
Rope Use (DEX)
Salesmanship (INT/WIS/CHA)
Scrutiny (WIS)
Seduction, Art of (LKS/CHA)
Skilled Liar (CHA)
Sneaking (DEX)
Survival (WIS/CON)
Torture (INT)
Tracking (WIS)

Character
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Carried Possessions

Combat Load: _____ (Encumbrance: _____)

Item	Location	Weight

Container: _____ (Encumbrance: _____) Container: _____ (Encumbrance: _____)

Item	Weight	Item	Weight

Weight Calculation

$$\boxed{\text{Character Wgt}} + (\boxed{\text{Armor Wgt}} + \boxed{\text{Combat Load}}) = \boxed{\text{Combat Wgt}} + \boxed{\text{Carry Load}} = \boxed{\text{Total Wgt}}$$

Currency & Valuables

Trade Coins	Copper	Silver	Gold
-------------	--------	--------	------

Gems & Jewelry

- Magic / Special Items
- Bearer / Pack Animal
- Stored Possessions

Mage Spells

Maximum
Spell Points

Spell Points
Remaining

SP Spent	Spell Level	Spell Name	Notes
	App		
	App		
	Jrny		
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		
	10th		
	11th		
	12th		
	13th		
	14th		
	15th		
	16th		
	17th		
	18th		
	19th		
	20th		

Spellbook
App - 1st

Spellbook
2nd - 4th

Spellbook
5th - 7th

Spellbook
8th - 10th

Spellbook
11th - 13th

Spellbook
14th - 16th

Spellbook
17th - 19th

Spellbook
20th

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Cleric Spells

Spell Level	Spell Name	Notes
1 st		
2 nd		
Bonus		
3 rd		
4 th		
Bonus		
5 th		
6 th		
Bonus		
7 th		
8 th		
Bonus		
9 th		
10 th		
Bonus		
11 th		
12 th		
Bonus		
13 th		
14 th		
Bonus		
15 th		
16 th		
Bonus		
17 th		
18 th		
19 th		
20 th		

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Overview Details

STR	/	Damage Modifier	Feat of Strength	Lift (lbs)	Carry (lbs) Non	Drag (lbs)
INT	/	Attack Modifier	Maximum Spell per Level	Chance to Learn Spells	Light	
WIS	/	Initiative Modifier	Defense Modifier	Mental Save Modifier	Medium	
DEX	/	Initiative Modifier	Attack Modifier	Defense Modifier	Heavy	
CON	/	Physical Save Modifier			Dodge Save Modifier	Feat of Agility
LKS	/					
CHA	/	Turning Modifier	Morale Modifier			
				Build Points	Experience Points	

 Clear Pages or Reset Form 

Personal Fame

Score	Level	Effects
-------	-------	---------

Group Fame

Score	Level	Effects
-------	-------	---------

Personal Honor

Score	Level	Effects
-------	-------	---------

Group Honor

Score	Level	Effects
-------	-------	---------



Wound Tracking

	Hit Points	Days to Heal	Effects
Wound #1			
Wound #2			
Wound #3			
Wound #4			
Wound #5			
Wound #6			
Wound #7			
Wound #8			
Wound #9			
Wound #10			
Wound #11			
Wound #12			

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Contacts and Allies

Name	Last Known Location
Notes	
Name	Last Known Location
Notes	
Name	Last Known Location
Notes	
Name	Last Known Location
Notes	

**Character
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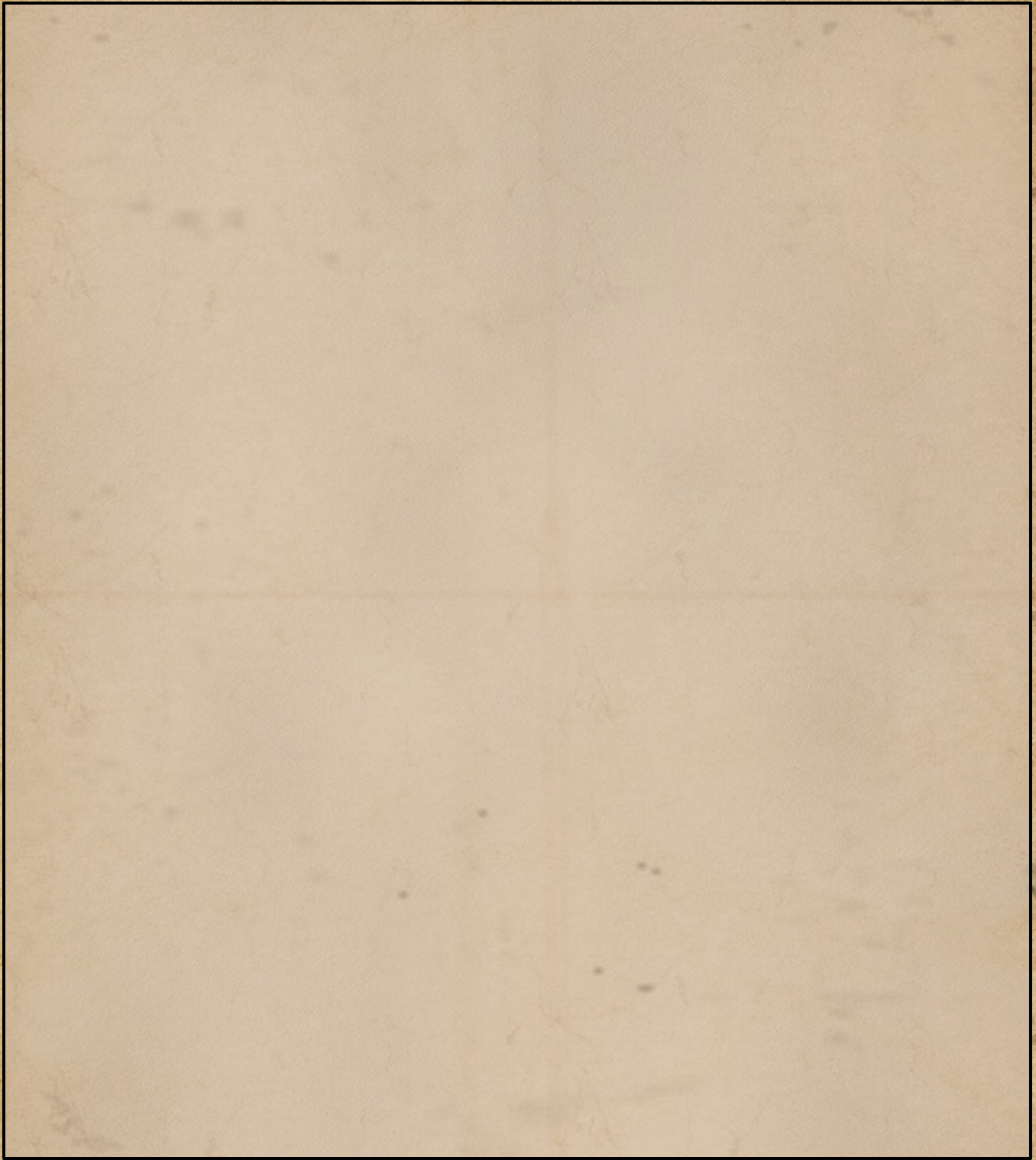
Possessions

**Mage
Spells**

**Cleric
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Adventure Notes



**Character
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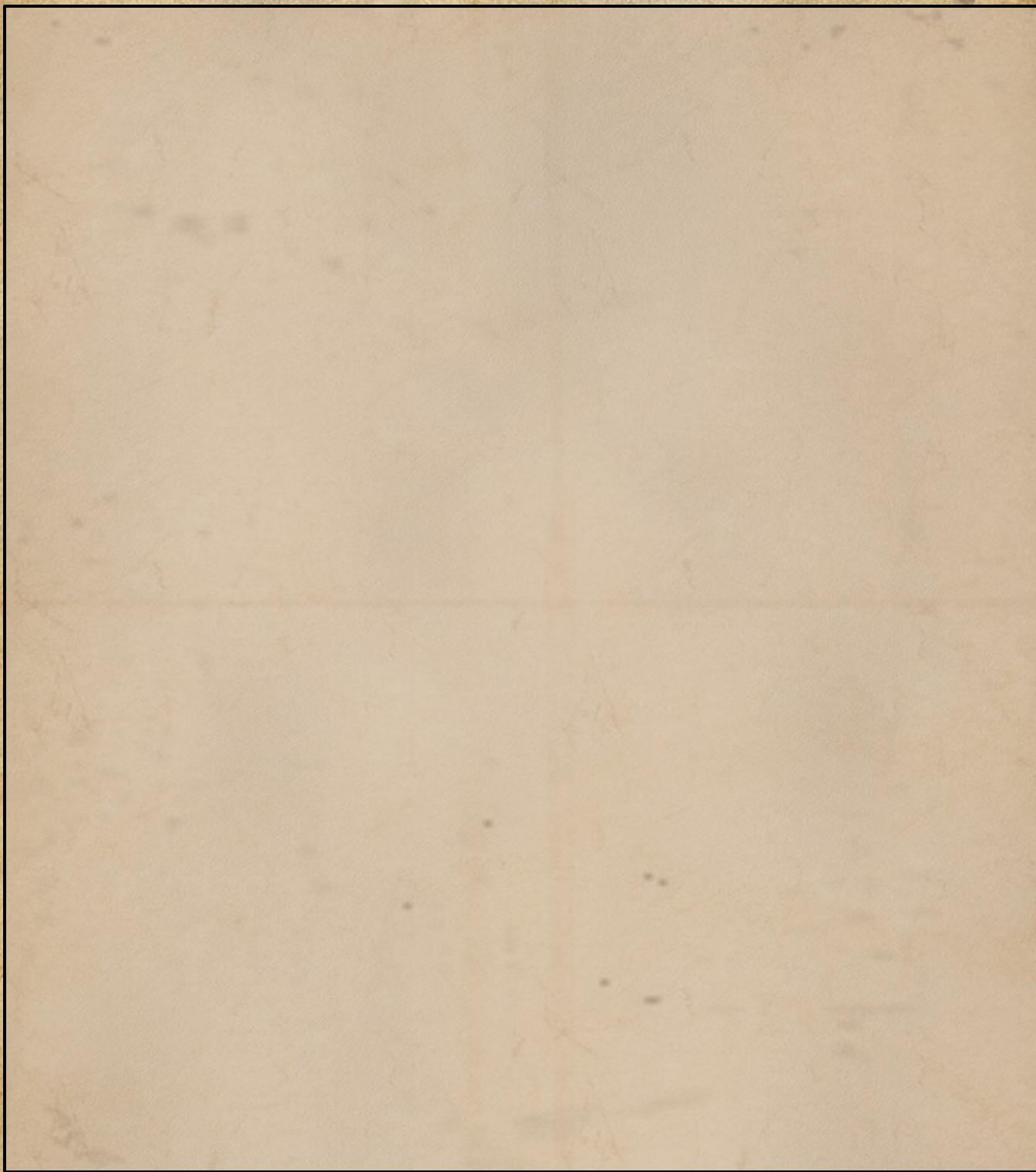
Possessions

**Mage
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Background



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Fatigue

Current Fatigue Penalty

Fatigue
Factor

=

Base +
Class

+

Armor/
Shield

+

Wounds

+

Enc.

COMPUTING FATIGUE FACTOR

Wisdom	Base FF
1	3
2	3
3	2
4	2
5	2
6	1
7	1
8	1
9	0
10	0
11	0
12	-1
13	-1
14	-1
15	-2
16	-2
17	-2
18	-3
19	-3
20	-3
21	-4
22	-4

Constitution	Base FF
1	5
2	4
3	4
4	3
5	3
6	2
7	2
8	1
9	1
10	0
11	-1
12	-1
13	-2
14	-2
15	-3
16	-3
17	-4
18	-4
19	-5
20	-5
21	-6
22	-6

A character's Base Fatigue Factor is the sum of his Wisdom base FF and Constitution base FF.

Armor & Shield Modifiers

No armor	-1
Light armor	0
Medium armor	+1
Heavy armor	+3
Buckler	0
Small/Medium shield	+1
Large Shield	+2
Body Shield	+3
Class Modifiers	
Fighter (including sub-classes)	-2
Multi-Class Fighter (all sub-classes)	-1
Other Modifiers	
Obese	+3
Overweight	+1
Situational modifiers	
Wielding a weapon too great for strength	Difference between STR and Required STR
Rested/took a knee	-1 per full 10 seconds
Wounded	+1
Wounded 50-89% (not cumulative w/ lesser wounding)	+4
Wounded 90% (not cumulative w/ lesser wounding)	+8
Lightly Encumbered	+1
Medium Encumbrance (not cumulative w/ lesser encumbrance)	+3
Heavily Encumbered (not cumulative w/ lesser encumbrance)	+6

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Armor & Shield



Armor Type

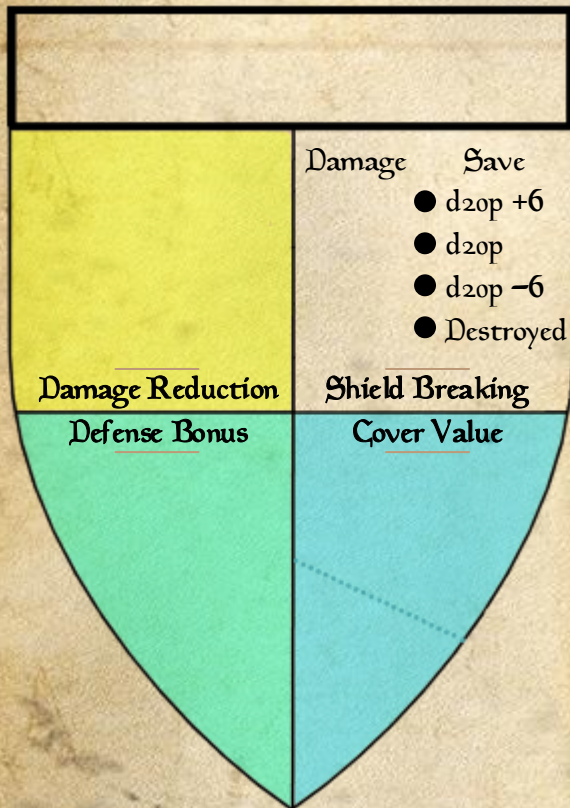
Damage Reduction

Defense Bonus

Speed Modifier

Init Modifier

Armor Notes



Damage Save

- d20p +6
- d20p
- d20p -6
- Destroyed

Damage Reduction
Defense Bonus

Shield Breaking
Cover Value

Shield Notes

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	Attack	Speed	Initiative	Defense	Damage
Level					
 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
 Shield					
Quality / Magic					
Misc					
Total					

Base
Weapon
Speed

Base
Damage
Dice

Base
Damage
Bonus

Base
Weapon
Reach

Notes

	Attack	Speed	Initiative	Defense	Damage
Level					
 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
 Shield					
Quality / Magic					
Misc					
Total					

Base
Weapon
Speed

Base
Damage
Dice

Base
Damage
Bonus

Base
Weapon
Reach

Notes

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	Attack	Speed	Initiative	Defense	Damage
Level					
 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
 Shield					
Quality / Magic					
Misc					
Total					

Base
Weapon
Speed

Base
Damage
Dice

Base
Damage
Bonus

Base
Weapon
Reach

Notes



	Attack	Speed	Initiative	Defense	Damage
Level					
 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
 Shield					
Quality / Magic					
Misc					
Total					

Base
Weapon
Speed

Base
Damage
Dice

Base
Damage
Bonus

Base
Weapon
Reach

Notes

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	Attack	Speed	Initiative	Defense	Damage
Level					
👤 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
👤 Shield					
Quality / Magic					
Misc					
Total					

Rate of Fire:

Base Damage:

Notes

Load:

Pull from quiver:

Nock/Load:

Draw/Crank/Spin:

Aim:

Release:

Recovery:

Range	To Hit
	d20p
	d20p -4
	d20p -6
	d20p -8

Character Overview

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Cleric Spells



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	Attack	Speed	Initiative	Defense	Damage
Level					
 Abilities					
Specialization					
Talents					
Racial Bonus					
Armor					
 Shield					
Quality / Magic					
Misc					
Total					

Rate of Fire:

Base Damage:

Notes

Load:

Pull from quiver:

Nock/Load:

Draw/Crank/Spin:

Aim:

Release:

Recovery:

Range	To Hit
	d20p
	d20p -4
	d20p -6
	d20p -8

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Pack Animals / Bearers

Carried By:

(Encumbrance:)

Item	Location	Weight

Carried By:

(Encumbrance:)

Item	Location	Weight



Other Possessions

Location:

Location:

Location:

Location:

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Special / Unique Items

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Apprentice Level Spells

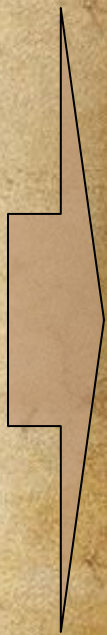
Spell Name	Notes

Journeyman Level Spells

Spell Name	Notes

1st Level Spells

Spell Name	Notes



2nd Level Spells

Spell Name	Notes

3rd Level Spells

Spell Name	Notes

4th Level Spells

Spell Name	Notes

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5th Level Spells

Spell Name	Notes

6th Level Spells

Spell Name	Notes

7th Level Spells

Spell Name	Notes

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8th Level Spells

Spell Name	Notes

9th Level Spells

Spell Name	Notes

10th Level Spells

Spell Name	Notes

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11th Level Spells

Spell Name	Notes

12th Level Spells

Spell Name	Notes

13th Level Spells

Spell Name	Notes



14th Level Spells

Spell Name	Notes

15th Level Spells

Spell Name	Notes

16th Level Spells

Spell Name	Notes



17th Level Spells

Spell Name	Notes

18th Level Spells

Spell Name	Notes

19th Level Spells

Spell Name	Notes



20th Level Spells

Spell Name	Notes



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Reset Character Sheet

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