

HJ43

HACKMASTER®



HackJournal Issue #43 Summer - 2013

Welcome to the newest edition of HackJournal, the HackMaster magazine for players and GameMasters around the world! Whether you profess to be the greatest fighter, thief, mage or cleric, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- Arrow Wounding rules
- Damage from Dropped Objects
- Fey Dragon
- 1st through 10th level Pregens

© Copyright 2013, Kenzer and Company. All rights reserved.



Kenzer and Company
511 W. Greenwood Avenue
Waukegan, IL 60087





HACKJOURNAL 43

This quarterly PDF supplement is written specifically for (and by) the members of the HackMaster Association, a member-driven organization of Players and GameMasters who meet to discuss and play role-playing games published by Kenzer and Company. The HackJournal also previews special pre-release material, including 'alpha' and 'beta' rules previews for future products! HackMaster Association members are encouraged to try out these new rules and provide feedback on the Kenzer and Company discussion forums.

Credits

This Issue's Contributors:

David S. Kenzer, Steve Johansson

Editor: Steve Johansson

Production Manager: Emil van der Meer

HMA Manager Pro Tempore: Steve Johansson

HMA Tournament Managers: Christopher "Face"

Stogdill and Joe "Geekbert" Reimers

Contents

Arrow Wounds	2
Dropped Objects	4
Fey Dragon	6
1st - 10th level Pre-Gens	10

Hard Eight Enterprises Approval Authority: Tuley Priswinkle

Kenzer and Company
511 W Greenwood Avenue
Waukegan, IL 60087



This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

In association with:



Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

Email: questions@kenzerco.com

Visit our website at

www.kenzerco.com

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks: HackMaster and Knights of the Dinner Table are registered trademarks of Kenzer and Company. HackMaster Basic, HackJournal, the Kenzer and Company logo, the HackMaster logo and the Hard 8 Enterprises logo are trademarks of Kenzer and Company.

© Copyright 2013 Kenzer & Company, Inc. All Rights Reserved.

OPTIONAL RULES – ARROW WOUNDS

Bows afford an attack at range that can inflict injuries similar to those caused by small and medium melee weapons while rendering a direct physical counter impossible. The advantages do not stop there.

While some players may insidiously delve through the rule set or postulate dubious real life support for additional lethality advantages, the physics of an arrow wound simply do not afford greater mortality than the typically much larger lacerations or punctures a melee weapon may inflict. Nay, the supplemental advantages result from the nature of the arrow wound itself - namely that an item embedded in the body of a victim causes certain ancillary difficulties such as movement restrictions and the risk of second-order damage. These optional rules simulate said effects. They provide a reasonable level of realism at some minor cost in complexity while presenting a richer gaming experience and some interesting role-playing opportunities.

Any barbed projectile with an extended shaft (to wit, arrows not more compact crossbow bolts) that scores 9 or more points of damage has become deeply embedded in the target's body. You may wish to extend this benefit to additional barbed weapons such as javelins (or their naval equivalent harpoons).

Body armor offers substantial protection against projectiles frequently transforming a potentially serious injury into a manageable incidental wound. By denuding the missile's penetrative power, only a small percentage of hits become lodged deep within the body cavity. While this has beneficial consequences in reducing wound severity and facilitating extraction of said projectiles, until the latter is performed the arrow remains embedded and the wound may be aggravated by taking any actions that cause the shaft to jostle about (in effect becoming a lever that facilitates additional tissue damage at the original incision point). Any creature with an embedded arrow (deep or superficial) may suffer restrictions to their movement or face the potential for further hit point reduction.

Note, of course, that an arrow needn't actually damage the target to be embedded; it could simply be stuck in its hide or armor when the damage reduction exceeds the damage dealt. This has no game effect, but might make for some great flavor text during or after combat.

A character with one or more embedded arrows suffers movement consequences per the table below.

Engaging in melee is sufficiently vigorous that it adds two movement speeds (i.e. walking during active melee

Movement Type	Number of Embedded Arrows				
	1	2	3	4	5+
Sprint	1	TOP	TOP + 3	TOP + 5	TOP + 7
Run	NA	1	TOP	TOP + 3	TOP + 5
Jog	NA	NA	1	TOP	TOP + 3
Walk	NA	NA	NA	1	TOP
Crawl/Shuffle	NA	NA	NA	NA	1
Stationary	NA	NA	NA	NA	NA

Key:

NA: no effect, the character can perform this action without penalty

1: A character making this movement suffers 1 HP of damage per embedded arrow

TOP: A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check check to avoid collapsing in agony.

TOP +3/+5/+7: A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check at the specified penalty to the roll in order to avoid collapsing in agony.

counts as running, etc.) Note however that sprinting represents the pinnacle of activity that may aggravate arrow wounds thus there is no category beyond this.

Checks should be made upon beginning any restricted activity (e.g. upon beginning to run or on the first second the PC enters combat) and every 60 seconds thereafter.

Extra damage is added to the arrow wound total (i.e. a four point injury becomes a five point injury for healing time, etc.)

Removing embedded arrows

Another problem, namely removal of the projectile, confronts those with embedded arrows. Hearty and impatient PCs untrained in first aid or unwilling to spend the time to undergo first aid treatment can carefully pull out the offending projectile as long as it is not deeply embedded (i.e. it has inflicted 8 or fewer damage to the individual). Projectiles that caused only 1 or 2 hp of damage can be removed without complications. Those that have caused 3-8 HPs inflict an additional d4p damage when removed in this fashion. It takes one second per HP inflicted (including the extra d4p damage) to gingerly remove the arrow. For the truly impatient, any projectile not deeply embedded may be crudely yanked out in a single second although at the cost of 2d4p damage. Attempting to remove deeply embedded arrows

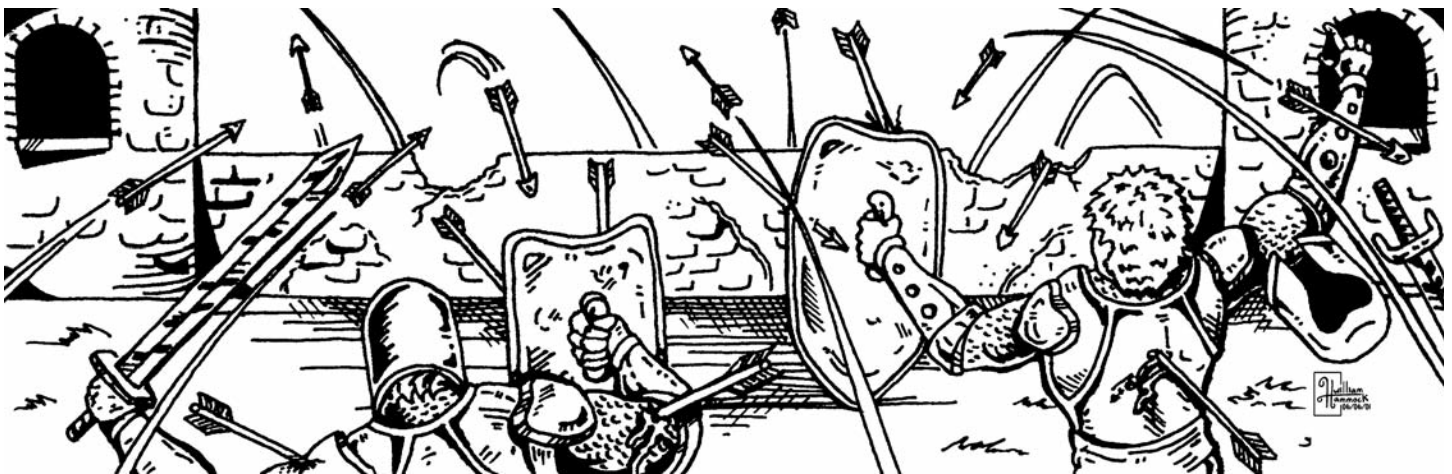
in this fashion causes a similar amount of damage but will only succeed in breaking off the shaft. All penalties remain in effect and a First Aid provider's threshold for success at removal now becomes very difficult.

Note that arrow wounds treated by self-extraction of the projectile are not eligible for subsequent remediation by First Aid.

The First Aid skill obviously goes a long way toward mitigating the ill effects of removal. Superficial punctures do not explicitly require medical attention for removal but if the care provider succeeds at an average skill check, he is able to reduce the severity of the wound by 1 hp.

Projectiles that have caused 3-8 points of damage can be removed with an average skill check though no hit points are restored upon extraction. Deeply embedded arrows (i.e. those that have caused 9 or greater damage) mandate a difficult check. Their successful removal also results in the loss of one additional HP.

In all but superficial cases, failure of the first aid check inflicts an additional d3p damage and obviously the arrow remains embedded. Those with the first aid skill can make multiple attempts until either the arrow has been removed or the victim refuses further attempts (or succumbs to HP loss!)





GameMaster's Workshop

Opponents entrenched in a well prepared defensive positions have a number of advantages. They can shape the terrain to impede access and deny cover to their enemies while gaining optimally positioned cover for their own repartee. If fortunate enough to have the benefit of elevation, they acquire yet another benefit - gravity. While a formidable defensive barrier in its own right in that potential assailants are channelized into narrow and defined approaches such as stairs or ladders, it is also a force multiplier in that it transforms ordinary objects into potentially lethal weapons by virtue of *Force = mass x acceleration*. Put less technically, a defender on a wall can drop a variety of plentiful and valueless objects to lethal effect. This latter frequently employed tactic shall be discussed below.

Targeting: Throwing rocks, sandbags, anvils, furniture or dead comrades down onto targets is fundamentally different than shooting an arrow at the same target when you're both on the same plane (e.g. at similar elevation). First of all, targets attacked from height present a far smaller silhouette and are thus far more difficult to hit. As such, "dropped objects" have their own range chart.

Vertical Distance	Attack Dice
5' - 10'	-4
11' - 20'	-6
21' - 30'	-8
31+'	-10

Heavy Objects: It is difficult to carefully aim at a target when your arms are shaking from the exertion necessary to lift a heavy weight and hold it outstretched waiting for the opportune time to drop it on your enemy. Similarly, while vertical range is preset by your height, horizontal range is a function of the dropped object's weight.

Object Weight*	Attack Penalty	Horizontal Range
no encumbrance	0	30'
light encumbrance	-2	20'
medium encumbrance	-4	10'
heavy encumbrance or greater	-6 (cannot be aimed)	5'

* Obviously what constitutes 'heavy' is largely a function of the creature's strength. Object weight limits are drawn from the Strength attribute table in the Player's Handbook.

Damage: Creatures struck by a dropped object suffer a wound per the following chart. The GM must determine the weight of the dropped object and the height from which it falls to determine the appropriate amount of damage. Note that all d12s on this chart penetrate on an 11 or 12 (lesser die type penetrate as normal).

Mitigating Factors: The damage that falling objects inflict upon those struck assumes that said object does not deform and absorb a portion of the impact momen-

Category	Effective Weight	examples
Very Soft	0	Pillows, loose clothing
Soft	¼	Bundled clothing, baled hay, saddle, green vegetation
Pliable	½	Sack of vegetables, corpse
Firm	¾	Sandbag, hardwood furniture
Solid	1	rocks

Damage Inflicted by Falling Objects

Wt. (lb)	Height								
	5'	10'	15'	20'	30'	40'	50'	60'	60+'
0.50	1	d6p-5	d6p-4	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3
1	d6p-4	d6p-3	d6p-2	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1
3	d6p	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-4	d12p-4	d12p-3
5	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-2
10	d10p-2	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-3	d12p-2	d12p-1
20	d12p-4	d12p-4	d12p-4	d12p-3	d12p-2	d12p	d12p+2	2d12p-4	2d12p-2
30	d12p-4	d12p-4	d12p-3	d12p-2	d12p+1	2d12p-4	2d12p-1	2d12p+1	3d12p-3
50	d12p-4	d12p-3	d12p-1	d12p+2	2d12p-1	2d12p+3	3d12p	4d12p-2	4d12p+2
50+	d12p-4	d12p-1	d12p+2	2d12p-2	2d12p+4	3d12p+3	4d12p+2	5d12p+1	6d12p

tum. While this is certainly the case for objects such as rocks and anvils, many objects that may be hurled down on opponents will absorb some of the impact energy and thus must be derated to reflect this occurring. Use your judgment to fit a particular dropped object into a category and thus modify the effective weight.

For example, a 50-pound sack of onions is considered “pliable” and thus would have the impact effect of a 25-pound rock (50 × 0.5 = 25).

Protection: The potential damage caused by falling objects has greater variability and a significant upside risk of extraordinary results due to d12s penetrating on 11s & 12s. This reflects the fact that blows to the head are far more common in this type of injury.

Helmets are purpose designed to absorb blunt force trauma to the cranium and particularly well suited to mitigate damage from falling objects. A suit of armor is presumed to include a helmet with comparable impact absorption capabilities (i.e. the DR rating). Unless a character has foolishly removed their helmet, perhaps in a bid to gain some indeterminate advantage, armor has double its normal DR when subject to damage from dropped objects.

Shields likewise are eminently suited to deflecting dropped objects. When held aloft, they invariably divert the momentum of the striking object and permit the individual to safely absorb a portion of the object’s force. As such, shields have a doubly effective DR rating when employed against dropped objects.

Knock Backs: Individuals struck by falling objects with sufficient force to compel a knock back will instead be knocked to the ground where they stand. Righting oneself is a 1 second action. A double knock back implies that the individual has been knocked prone and drops all held items. This necessitates both getting to one’s feet and gathering up any items previously held before any actions requiring said may be taken.

Rate of Discharge: Rocks can be dropped at a maximum rate of one per 3 seconds if handy. Obviously if subsequent objects to be dropped must be found, the time to do so must be considered. Likewise a heavy object must lifted (and possibly moved) all of which takes time. A stone held at the ready, targeted on a piece of ground, can be dropped in one second when a target comes into range.

Note that dropped objects have a limited horizontal range. In general, the heavier the object the more likely it is that it can only be employed on targets directly beneath the elevated attacker. A wise attacker will avoid approaching within the range of these weapons and even foolish ones will learn to be weary after suffering a few casualties. Dropped objects are best employed in defense of a position the attacker is compelled to approach in order to satisfy his operational objectives. For example, storming a castle may require an attacker to endure a fusillade of dropped objects while attempting to breach the main gate.

FEY DRAGON

A most delightful companion did I find in the sole fey dragon I had chance to encounter in my many journeys. When it fixed its gaze upon me did I verify feel as if I were the only person of interest at the soiree — despite the presence of a cavalcade of fascinating personalities.

Long did we converse as I was taken with his interest in my travels throughout the known realms. The stories seemed to flow with a clarity and precision I am so often lacking unless I set ink to parchment.

Inspired by the interaction, I endeavored thereafter to document the encounter fearing only that I had scant vellum to fully elaborate upon the unique creature. Loquacious as he had been, I found that I could recall scant details. To this day I cannot recall with any clarity pertinent information. It was as if I was in a dreamy haze blissfully enraptured by the shimmering lights without perceiving my surroundings.

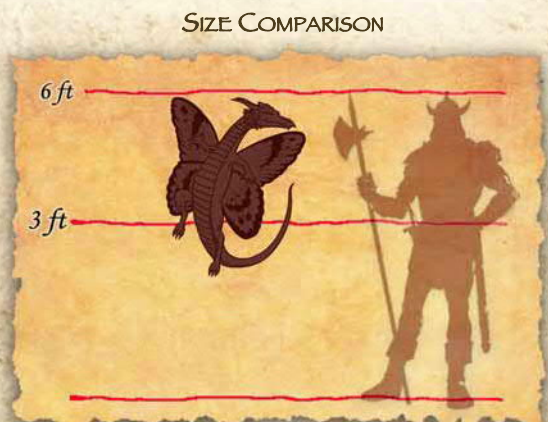
I know now that I was in the presence of a true dragon. Long did I previously hold to the assertion that fairy dragons were a pseudo species that merely mimicked the powers of their namesakes. Perchance it is their diminutive size and jovial personalities that fosters such errors. I now most heartily dismiss these notions.



Fey dragons are a species of dragonkind bearing a strong influence of the faerie realms. Like other such creatures, they are diminutive in size and given towards what appears to many humans and others possessing even more dour personalities to be senseless frivolity. They are highly social beings that thrive on personal interactions with like-minded individuals. This combination of traits is very much in opposition to the aloof and

magisterial demeanor that most dragons, regardless of ethical disposition, prefer to display to the rabble of lesser races. It is such an outlier that some have dismissively termed them "false dragons". This is assuredly not the case.

Their appearance is a curious blend of reptilian and fairy features. While their body displays a traditional dragonesque form (i.e. that of a lizard albeit it with elon-



gated neck and legs), their wings are gossamer and butterfly-like. Their tail is exceptionally long and terminates in a barb reminiscent of a wyvern. Overall color is a mottled green though their wings are iridescent.

Fairy dragons are not puerile cowards. Though slow to anger, once vexed they will assume a countenance every bit as intimidating as their larger cousins. In this rare state, they are steadfast in their determination to meet out vengeance.

Combat/Tactics:

Fey dragons are as capable as grel at concealing themselves in natural terrain. Likewise they are capable of wizardry as one might expect from a fey creature or dragon. They may cast any of the following spells once per day: *phantom irritation*, *audible clamor*, *sense magic aura*, *shrink*, *throw voice*, *bedazzle*, *inaudibility*, *enfeeble*, *motion blur*, *inflict temporary blindness*, *force fumbles*, *dismiss enchantment*, *fumble zone*, *sniper's bane*, *tangle*, *glitterlight*, *pine tar*. Note that these magics require only a verbal component to conjure and do so at the spell's baseline efficacy.

Naturally lighthearted and jovial, fey dragons seldom initiate combat. Their inclination is to perpetrate harmless pranks on strangers as a means of gauging their personalities. Those that take such shenanigans in stride without becoming unduly upset are deemed worthy to converse with. Should the targets of the fairy dragons sport react in a sour and grumpy manner - though not maliciously so - it may compel the dragon to continue with its taunting from concealment until such time as it feels that the joke has worn thin. Obviously ill tempered and knavish quarry will not be teased for fear of provoking them into some senseless act of brutality. However, the dragon may stealthily trail them to learn what their purpose for being in its woods is.

Should the fey dragon become truly irate - a rare instance usually provoked by some atrocity, the destruction of its home or an unusually determined foe intent on killing it - it will put on its game face. In this state it exudes palpable fear (effectively causing all within 30 feet to react as if a *panic* spell were in effect).

Fey dragons can hover in flight at will and will employ this maneuver in battle to both bite and sting an oppo-

Fey Dragon

HIT POINTS:	18+6d8
SIZE/WEIGHT:	S/70 lbs.
TENACITY:	Brave
INTELLIGENCE:	Brilliant
FATIGUE FACTOR:	n/a

SPEED	5	INIT	-4
ATTACK	+12	DISGRESSION	
DEFENSE	+14	DAMAGE	n/a
REACH	2'	TOP SAVE	▼
3d4p, d4p + poison			

MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
FLY:	35

SAVES

PHYSICAL:	+21
MENTAL:	+25
DODGE:	+24

ATTACK: Alternatively bites for 3d4p and stings for d4p (+ VF 12 poison). May breath an intoxicating obscuring cloud thrice per day.

SPECIAL ABILITIES:
Spell Use

General Info

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	1
% CHANCE IN LAIR:	20%
FREQUENCY:	Scarce
ALIGNMENT:	Chaotic Good
VISION TYPE:	Low Light Vision
AWARENESS/SENSES:	one die better for Init roll
HABITAT:	Fey Lands
DIET:	nil
ORGANIZATION:	Individual
CLIMATE/TERRAIN:	Temperate Forest

Yield

MEDICINAL:	see end of description
SPELL COMPONENTS:	nil
HIDE/TROPHY:	see end of description
TREASURE:	various object d'art
EDIBLE:	see end of description
OTHER:	nil
EXPERIENCE POINT VALUE:	900

ment from above. With the benefit of this mobility, it can choose whom to fight while avoiding being surrounded or double and triple teamed.

Its speed of 5 represents alternative bites (inflicting a 3d4p wound) and stings of its tail. Though the latter causes but d4p damage, it is poisonous.

Fey Dragon Poison: With a successful stinger attack, a fey dragon injects a VF 12 poison. Victims must save or lapse into a cataleptic state for d6p days that is indistinguishable from death except by a First Aid provider of at least average mastery. Should the victim fail this save by 6 or more, his body fails to stabilize at this reduced metabolic state and perishes within d6p hours.

Breath Weapon: Thrice per day a fey dragon may employ its breath weapon. This produces an oddly scented cloud of narcotic smoke with the dimensions and vision impairing capabilities of a *Massive Smoke Screen* spell. In addition, those within its billowing area must save vs. a VF 14 toxin or become 'really stoned' (those succeeding at a check will nonetheless suffer the effects of a body high). Rules for cannabis intoxication can be found in the GameMaster's Guide).

Habitat/Society:

Inexplicably for a creature so fond of social interplay, fey dragons are notably reticent at engaging with their own kind. Perhaps this is due to the creature's rarity palpably expressing itself in that seldom are two fey dragons encountered in the same locality. Those with a keener understanding of the creature's mind are given to suggest that this quirk is more of an expression of the natural hubris all dragons possess. A fairy dragon desires to be the center of attention and retain his unique status amongst his circle of acquaintances. They typically have a wide circle of confederates from the surrounding region many of which number amongst the most influential, artistic or intelligent of their kind. These individuals are the dragon's 'treasure hoard'. Indeed they actively curate this hoard by acting as a muse to promising artists or wizards with the intent of burnishing their collection.

While collection may be a demeaning term to apply to a social group, it is nonetheless appropriate. For all its gregariousness, the fey dragon never forms true bonds of

friendship. It does not consider those in its circles to be peers. Rather, they are pretty baubles to enjoy in a decidedly one-sided relationship. Those who have known a fey dragon for years may be astonished upon sober contemplation to realize how little they truly know of the creature.

Ecology:

Though not conventionally nocturnal creatures, fairy dragons are most active during customary times of revelry and usually awake at the crack of noon. Their diet is adapted to that of their circle of affiliates and generally comprises the rich fare served at festivals or other times of merriment. More than a few have developed a pronounced sweet tooth and delight in all manner of pies and cakes - often becoming rotund.

On Tellene:

Fey Dragons are most common in elven enclaves within Brandobian lands.

Fey Dragon Body Part Magical Properties:

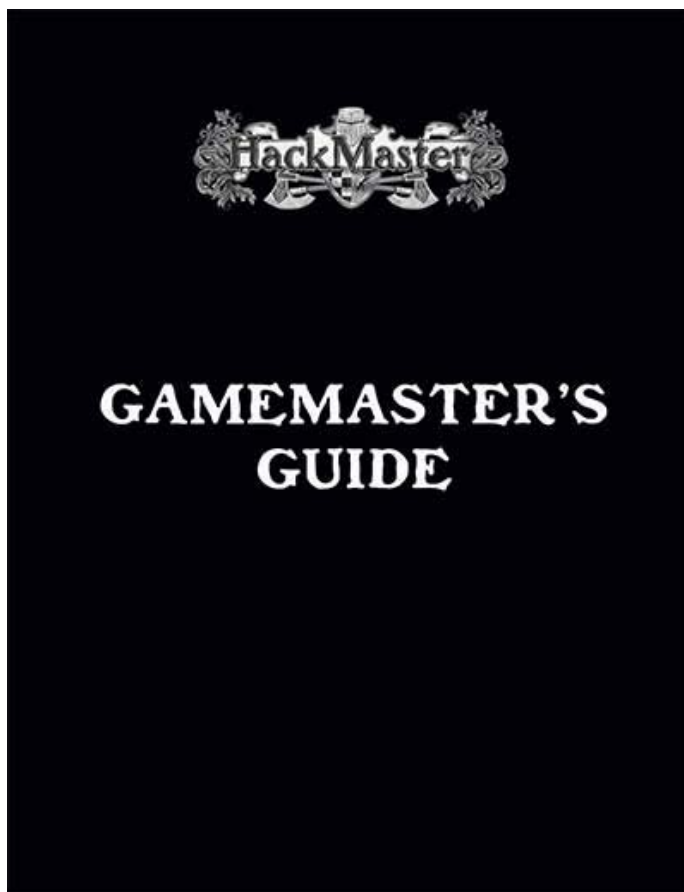
Blood: When prepared with myrrh to form a cream, it may be applied topically to remove the effects of the flaws Facial Scar and/or Pocking. Only one such application is possible.

Brain: Consuming an entire fey dragon's brain requires a toxicity check vs. VF 14 with failure resulting in death. Those who survive gain the Supernatural Affinity Talent.

Eyes: Consuming a fey dragon's eye requires a toxicity check as above. Survivors gain +30 to their Appraisal: Artwork mastery (or a flat mastery of 30 if they do not already possess this skill).

Skin: A fey dragon's hide can be enchanted to create incredibly tough (though size S) leather armor.

Available for pre-order



(preliminary cover design only)

If you pre-order, you'll receive the print edition of this gorgeous book as soon as it arrives in our warehouse.

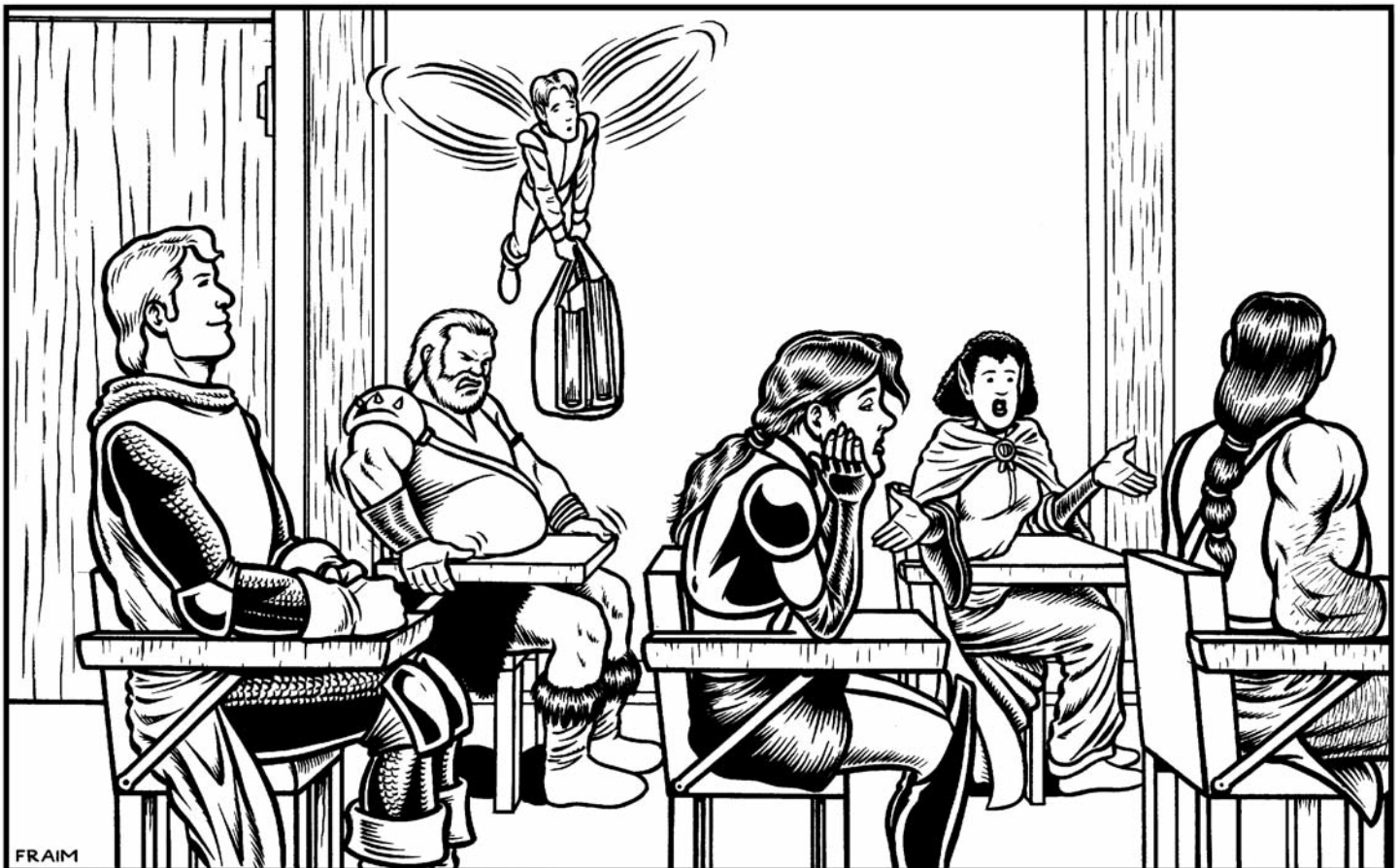
A special benefit of pre-ordering is that you'll receive the PDF version immediately bundled for free with your order! The file will be incrementally updated as new material and tweaks are incorporated. Your purchase allows you to continually re-download the file to receive updates as the document is rev'd to the final release version.

<http://tinyurl.com/hackmastergmg>

1st through 10th level Pre-Gens

The following section contains a collection of pre-gen characters from levels 1 through 10. While useful in its own right to provide players with an appropriately powerful character when GMing a higher level adventure for a group other than those that participate in your home campaign, it is a valuable template when you need to create a high level NPC for inclusion in your campaign.

You might notice that the first level characters are identical to those included in HackMaster Basic. This is entirely intentional. These characters were advanced level by level to provide a snapshot in time of what a typical PC should look like. Of particular interest is the human fighter. He was advanced with the intent of becoming a Knight – a pursuit desired by many players. This somewhat lackluster character was able to attain that goal albeit by the skin of his teeth (note that he appears as a 9th level Knight in the 10th level characters section as forfeiting a level to cross-advance was one of many compromises he had to endure to achieve this goal).



TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4			

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, laborer

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS **ROLE-PLAYING NOTES:**

Superstious (has "magic" charm to protect him/herself)

Sterile

TALENTS & RACIAL ABILITIES	BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	68	

Mundane Item	Location	Mundane Item	Location
leather armor		2 small belt pouches	
small shield		knapsack	
longsword		wineskin (2 quart cap.)	
dagger		trail rations (3 days)	
"lucky" magic charm on string			
whetstone			
50' hemp rope			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	8	%	Intimidation (Str, Cha)	17
	Animal Mimicry (Wis)	16	%	Listening (Wis)	10
	Boating (Wis)	13	%	Observation (Wis)	10
	Cartography* (Int)	0	%	Pick Pocket (Dex)	13
	Climbing/Rappelling (Str, Dex)	22	%	Reading Lips (Int)	9
	Current Affairs (Wis)	10	%	Recruiting (Cha)	8
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	10
	Distraction (Cha)	8	%	Rope Use (Dex)	19
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	8
	Fire-Building (Wis)	10	%	Scrutiny (Wis)	15
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	8
	Hiding (Int, Dex)	9	%	Sneaking (Dex)	13
	Interrogation (Wis, Cha)	8	%	Survival (Wis, Con)	21
				Tracking (Wis)	10

Other Skills	Mastery
appraisal (arms & armor)	19

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **1** Alignment: _____



Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q) Handedness: **Righty**

Character Record

ABILITIES

14 / 18%	STR
8 / 53%	INT
9 / 02%	WIS
9 / 23%	DEX
18 / 02%	CON
7 / 50%	LKS
8 / 84%	CHA
7	Honor

DMG. MOD.	+2	FEAT OF STR.	+5	LIFT (LBS)	235 lb	CARRY (LBS)	77 lb	DRAG (LBS)	588 lb
ATTACK MOD.	-1								
INIT MOD.	+3	DEFENSE MOD.	-1						
INIT MOD.	+3	ATTACK MOD.	-1	DEFENSE MOD.	-1				
TURNING MOD.									
HON WINDOW	Low		HON PENALTY WINDOW	≤5					
HONOR BONUSES OR PENALTIES:									

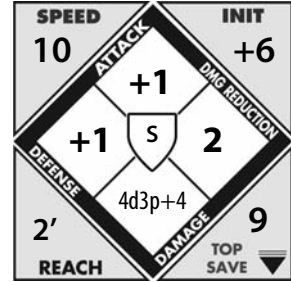
EXPERIENCE

FOR NEXT LEVEL:

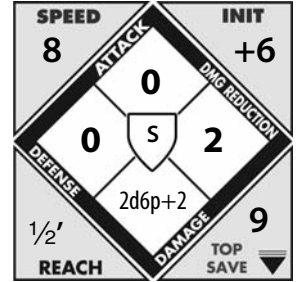
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400

Quick References

Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for battle axe



combat profile for warhammer

Armor Worn

Body: **leather armor** (damage reduction = 2)
Shield: **small** (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	-2	+2	+1					Attack Bonus +1
		-2						Speed -2
	+6							Initiative +6
	-2	+1			-2	+4		Defense +1
	+2	+2						Damage +4

Base Weapon Speed: 12 Base Weapon Damage: 4d3p Reach: 3'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

HIT POINTS: 38

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 10

SPELLS AVAILABLE

LEVEL

Appr. _____
Jrnym. _____

1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	-2							Attack Bonus -2
								Speed -0
	+6							Initiative +6
	-2				-2	+4		Defense +0
	+2							Damage +2

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1 1/2'

Specialization	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP Range	Area	Speed	Duration	Damage
APPRENTICE	_____	_____	_____	_____	_____	_____
JOURNEYMAN	_____	_____	_____	_____	_____	_____
1	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

TENS ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SINGLES □□□□ □□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	12		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe, warhammer, light crossbow

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
leather armor			
small shield			
battle axe			
warhammer			
whetstone			
50' hemp rope			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Intimidation (Str, Cha)	15 %
	Animal Mimicry (Wis)	9	%	Listening (Wis)	10 %
	Boating (Wis)	9	%	Observation (Wis)	10 %
	Cartography* (Int)	0	%	Pick Pocket (Dex)	9 %
	Climbing/Rappelling (Str, Dex)	9	%	Reading Lips (Int)	8 %
	Current Affairs (Wis)	9	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	9 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Sneaking (Dex)	9 %
	Interrogation (Wis, Cha)	8	%	Survival (Wis, Con)	9 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **1** Alignment: **Lawful Good**



Race: **Human** Gender: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The True** (Anointed? Y N) Handedness: **Righty**

Character Record

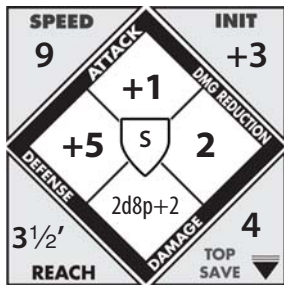
ABILITIES

10 / 46%	STR
14 / 07%	INT
18 / 19%	WIS
9 / 05%	DEX
8 / 41%	CON
13 / 04%	LKS
15 / 40%	CHA
15	Honor

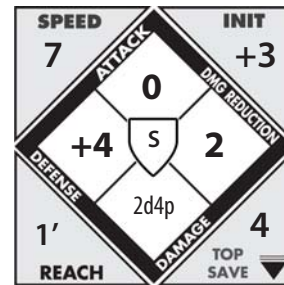
DMG. MOD.	FEAT OF STR.	LIFT (LBS)	194 lb	CARRY (LBS)	44 lb	DRAG (LBS)	485 lb
ATTACK MOD.	+1						
INIT MOD.	-1	DEFENSE MOD.	+3				
INIT MOD.	+3	ATTACK MOD.	-1	DEFENSE MOD.	-1		
TURNING MOD. +5							
HON WINDOW	Average		HON PENALTY WINDOW	≤5			
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>							

EXPERIENCE	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn/Cmd Undead: d20p+6



combat profile for longsword



combat profile for dagger

Armor Worn
Body: leather armor (damage reduction = <u>2</u>)
Shield: small (+ <u>4</u> defense, absorbs <u>4</u> hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: longsword									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
		+1						Attack Bonus	+1
		-1						Speed	-1
+1	+2							Initiative	+3
	+2	+1			-2	+4		Defense	+5
		+2						Damage	+2
Base Weapon Speed: <u>10</u> Base Weapon Damage: <u>2d8p</u> Reach: <u>3 1/2'</u>									
Specialization +1 +2 +3 +4 +5									
Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Speed ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Defense ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Notes: _____									

HIT POINTS: 23			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 5

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	+0
								Speed	-0
+1	+2							Initiative	+3
	+2				-2	+4		Defense	+4
								Damage	+0
Base Weapon Speed: <u>7</u> Base Weapon Damage: <u>2d4p</u> Reach: <u>1'</u>									
Specialization +1 +2 +3 +4 +5									
Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)									
Notes: _____									

SPELLS MEMORIZED*						
LEVEL	SPELL(S)	Base BP Range	Area	Speed	Duration	Damage
APPRENTICE	_____					
JOURNEYMAN	_____					
1	<i>Cure Trifling Wound, Know North</i>					
2	_____					
3	_____					
4	_____					
5	_____					
TOTAL SPELL POINTS _____						
SPELL POINT TRACKER						
TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○					
SINGLES	□□□□ □□□□					

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

Fear of Heights _____

Prematurely Gray _____

ROLE-PLAYING NOTES:

TALENTS & RACIAL ABILITIES

Turn Undead _____

Fast Healer _____

Charm Resistant _____

Illusion Resistant _____

5% chance to detect lies _____

+4 saving throw bonus vs. spells that mislead _____

BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
longsword		divine icon	
dagger			
50' hemp rope			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Intimidation (Str, Cha)	21
	Animal Mimicry (Wis)	18	%	Listening (Wis)	34
	Boating (Wis)	22	%	Observation (Wis)	27
	Cartography* (Int)	14	%	Pick Pocket (Dex)	9
	Climbing/Rappelling (Str, Dex)	9	%	Reading Lips (Int)	14
	Current Affairs (Wis)	18	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Sneaking (Dex)	9
	Interrogation (Wis, Cha)	15	%	Survival (Wis, Con)	8
				Tracking (Wis)	18

Other Skills	Mastery
Religion (Courts of Justice)	35
Divine Lore	29
History, Ancient	31
Riding (horses)	25
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **1** Alignment: **Neutral Good**



Race: **Human** Gender: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Church of Everlasting Hope** (Anointed? Y N Q) Handedness: **Righty**

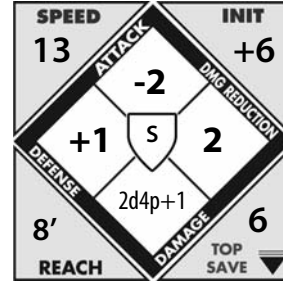
Character Record

12 / 11 %	STR
8 / 61 %	INT
13 / 35 %	WIS
7 / 54 %	DEX
13 / 27 %	CON
7 / 67 %	LKS
14 / 40 %	CHA
12	
Honor	

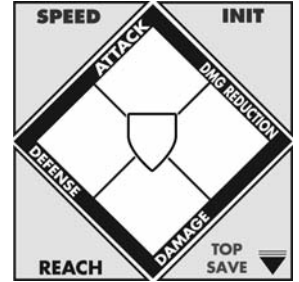
DMG. MOD.	+1	FEAT. OF STR.	+1	LIFT (LBS)	215 lb	CARRY (LBS)	56 lb	DRAG (LBS)	538 lb
ATTACK MOD.	-1								
INIT MOD.	+1	DEFENSE MOD.	+1						
INIT MOD.	+4	ATTACK MOD.	-1	DEFENSE MOD.	-2				
TURNING MOD. +4									
HON WINDOW	Average			HON PENALTY WINDOW	≤5				
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>									

EXPERIENCE	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 20
Listening Check: 16
Feat of Strength: d20p+1
Turn/Cmd Undead: d20p+5



combat profile for staff



combat profile for weapon #2

Armor Worn
Body: leather armor (damage reduction = <u>2</u>)
Shield: small (+ <u>4</u> defense, absorbs <u>4</u> hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: <u>staff</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	-2							Attack Bonus	-2
		+1						Speed	
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+1							Damage	+1
Base Weapon Speed: <u>13</u> Base Weapon Damage: <u>2d4p</u> Reach: <u>8'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

HIT POINTS: 28			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 5

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: _____									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	
								Speed	
								Initiative	
								Defense	
								Damage	
Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	<i>Alleviate Trauma, Cure Trivial Wound</i>						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER	_____						
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	17		

PROFICIENCIES
light, medium & heavy armor, shield, staff

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy _____	_____
Myopia _____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead _____	_____
Immune to Fear _____	+1 bonus to allies' fear saves
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran _____	67	32
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
staff		divine icon	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Intimidation (Str, Cha)	12
	Animal Mimicry (Wis)	13	%	Listening (Wis)	16
	Boating (Wis)	22	%	Observation (Wis)	20
	Cartography* (Int)	8	%	Pick Pocket (Dex)	7
	Climbing/Rappelling (Str, Dex)	7	%	Reading Lips (Int)	8
	Current Affairs (Wis)	13	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	8	%	Sneaking (Dex)	7
	Interrogation (Wis, Cha)	13	%	Survival (Wis, Con)	13
				Tracking (Wis)	13

Other Skills	Mastery
Religion (Church of Everlasting Hope)	22
First Aid	45
Cooking/Baking	42
Divine Lore	29
Swimming	14
Carpentry/Woodworking	18
_____	%
_____	%
_____	%
_____	%
_____	%
_____	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **1** Alignment: **Chaotic Good**



Race: **Human** Gender: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The Face of the Free** (Anointed? Y N Q) Handedness: **Righty**

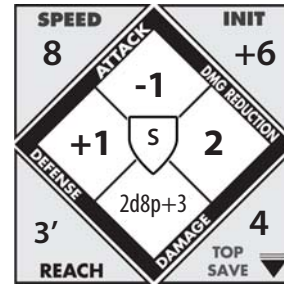
Character Record

15 / 38%	STR
9 / 12%	INT
13 / 13%	WIS
8 / 08%	DEX
8 / 36%	CON
11 / 39%	LKS
12 / 31%	CHA
12	Honor

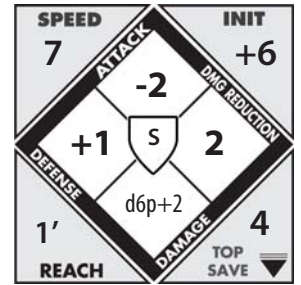
DMG. MOD.	+2	FEAT OF STR.	+7	LIFT (LBS)	245 lb	CARRY (LBS)	91 lb	DRAG (LBS)	613 lb
ATTACK MOD.	-1								
INIT MOD.	+1	DEFENSE MOD.	+1						
INIT MOD.	+4	ATTACK MOD.	-1	DEFENSE MOD.	-2				
TURNING MOD. n/a									
HON WINDOW	Average			HON PENALTY WINDOW	≤5				
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>									

EXPERIENCE	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 13
Listening Check: 13
Feat of Strength: d20p+7
Turn/Cmd Undead: no



combat profile for scimitar



combat profile for knife

Armor Worn
Body: leather armor (damage reduction = <u>2</u>)
Shield: small (+ <u>4</u> defense, absorbs <u>4</u> hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: scimitar									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	-2	+1						Attack Bonus	-1
		+1						Speed	+1
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+2		+1					Damage	+3
Base Weapon Speed: <u>9</u> Base Weapon Damage: <u>2d8p</u> Reach: <u>3'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 22	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 2

SPELLS AVAILABLE	
LEVEL	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____



COMBAT PROFILE WITH WEAPON #2: knife									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	-2							Attack Bonus	-2
								Speed	
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+2							Damage	+2
Base Weapon Speed: <u>7</u> Base Weapon Damage: <u>d6p</u> Reach: <u>1'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

SPELLS MEMORIZED*																
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage									
APPRENTICE	_____															
JOURNEYMAN	_____															
1	<i>Alleviate Trauma, Cure Trifling Wound</i>															
2	_____															
3	_____															
4	_____															
5	_____															
TOTAL SPELL POINTS	_____															
SPELL POINT TRACKER																
TENS	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○															
SINGLES	□□□□□□□□□□□□□□□□□□□□□□□□□□□□															

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10			

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife (melee only)

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton _____	_____
Allergies: Pollen _____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action _____	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus _____	_____
Damage Bonus (Scimitar) _____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran _____	72	24
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
scimitar		divine icon	
knife			
50' hemp rope			
knife			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Intimidation (Str, Cha)	12 %
	Animal Mimicry (Wis)	13	%	Listening (Wis)	13 %
	Boating (Wis)	13	%	Observation (Wis)	13 %
	Cartography* (Int)	19	%	Pick Pocket (Dex)	8 %
	Climbing/Rappelling (Str, Dex)	8	%	Reading Lips (Int)	19 %
	Current Affairs (Wis)	21	%	Recruiting (Cha)	12 %
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19 %
	Distraction (Cha)	12	%	Rope Use (Dex)	8 %
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9 %
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13 %
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11 %
	Hiding (Int, Dex)	9	%	Sneaking (Dex)	8 %
	Interrogation (Wis, Cha)	27	%	Survival (Wis, Con)	15 %
				Tracking (Wis)	24 %

Other Skills	Mastery
Religion (Face of the Free)	19 %
Animal Training (dogs)	18 %
First Aid	25 %
_____	%
_____	%
_____	%
_____	%
_____	%
_____	%
_____	%
_____	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **1** Alignment: _____



Race: **Human** Gender: _____ Age: **31** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q) Handedness: **Righty**

Character Record

ABILITIES

5 / 78%	STR
13 / 31%	INT
9 / 28%	WIS
11 / 19%	DEX
11 / 39%	CON
11 / 13%	LKS
13 / 59%	CHA
12	Honor

DMG. MOD.	-3	FEAT. OF STR.	-7	LIFT (LBS)	120 lb	CARRY (LBS)	31 lb	DRAG (LBS)	300 lb
ATTACK MOD.	+1								
INIT MOD.	+3	DEFENSE MOD.	-1						
INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0				
TURNING MOD.									
HON WINDOW	Average			HON PENALTY WINDOW	≤5				
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>									

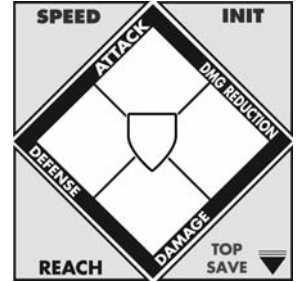
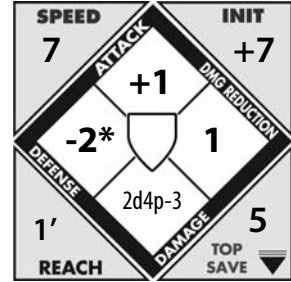
EXPERIENCE

FOR NEXT LEVEL:

2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400

Quick References

Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-7
Turn/Cmd Undead:



dagger: roll d20-4 for DEF

Armor Worn

Body: **thick robes** (damage reduction = **1**)
Shield: **none** (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+1							Attack Bonus +1
								Speed -0
+2	+5							Initiative +7
					-1			Defense -2
								Damage -3

Base Weapon Speed: **7** Base Weapon Damage: **2d4p** Reach: **1'**

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 25

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 4

SPELLS AVAILABLE

LEVEL	Appr.	Jrnym.
1	Amp. Illumination, Fire Finger	Candlelight
2		Doze
3		
4		
5		



COMBAT PROFILE WITH WEAPON #2:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<i>Fire Finger</i>						
JOURNEYMAN	<i>Candlelight</i>						
1	<i>Doze</i>						
2							
3							
4							
5							

TOTAL SPELL POINTS 140

SPELL POINT TRACKER

TENS: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SINGLES: □□□□ □□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		2 small belt pouches	
dagger		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel			
10 pages vellum			
4 quills			
6 oz. black ink			
brass signal mirror			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Intimidation (Str, Cha)	5 %
	Animal Mimicry (Wis)	21	%	Listening (Wis)	22 %
	Boating (Wis)	11	%	Observation (Wis)	20 %
	Cartography* (Int)	13	%	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	5	%	Reading Lips (Int)	20 %
	Current Affairs (Wis)	9	%	Recruiting (Cha)	13 %
	Disguise (Int, Cha)	13	%	Resist Persuasion (Wis)	14 %
	Distraction (Cha)	13	%	Rope Use (Dex)	11 %
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	19 %
	Fire-Building (Wis)	17	%	Scrutiny (Wis)	19 %
	Glean Info. (Int, Wis, Cha)	19	%	Seduction, Art of (Cha, Lks)	11 %
	Hiding (Int, Dex)	11	%	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9	%	Survival (Wis, Con)	9 %
				Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	39 %
cooking/baking	19 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **1** Alignment: _____



Race: **Elf** Gender: _____ Age: **219** Height: _____ Weight: _____ Hair: _____ Eyes: _____

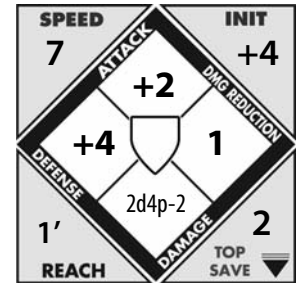
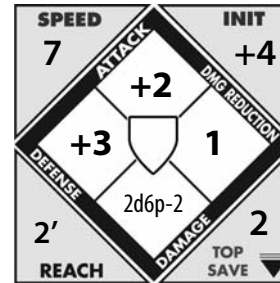
Patron God(s): _____ (Anointed? Y N Q) Handedness: **Righty**

Character Record

ABILITIES	7 / 79 % STR	DMG. MOD. -2 FEAT OF STR. -4 LIFT (LBS) 157 lb CARRY (LBS) 38 lb DRAG (LBS) 393 lb
	16 / 19 % INT	ATTACK MOD. +2
	15 / 39 % WIS	INIT MOD. 0 DEFENSE MOD. +2
	11 / 07 % DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0
	5 / 59 % CON	
	12 / 10 % LKS	
	9 / 25 % CHA	TURNING MOD.
11	HON WINDOW Average HON PENALTY WINDOW ≤5	
Honor	HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>	

EXPERIENCE FOR NEXT LEVEL:
 2ND = 400
 3RD = 1200
 4TH = 2200
 5TH = 3400

Quick References
Observation Check: 20
Listening Check: 27
Feat of Strength: d20p-4
Turn/Cmd Undead:



short sword: roll d20-4 for DEF

dagger: roll d20-4 for DEF

Armor Worn
 Body: **thick robes** (damage reduction = **1**)
 Shield: **none** (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+2							Attack Bonus +2
								Speed -0
+2	+2			+2	-1			Initiative +4
	+2							Defense +3
	-2							Damage -2

Base Weapon Speed: **8** Base Weapon Damage: **2d6p** Reach: **2'**

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 13

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 3

SPELLS AVAILABLE

LEVEL	SPELL
Appr.	Feat of Strength, Springing
Jrnym.	Sense Magic Aura
1	Scorch
2	
3	
4	
5	

Luck Points

Threshold of Pain

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+2							Attack Bonus +2
								Speed -0
+2	+2			+2				Initiative +4
	+2							Defense +4
	-2							Damage -2

Base Weapon Speed: **7** Base Weapon Damage: **2d4p** Reach: **1'**

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	Springing						
JOURNEYMAN	Sense Magic Aura						
1	Scorch						
2							
3							
4							
5							

TOTAL SPELL POINTS 140

SPELL POINT TRACKER

TENS ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SINGLES □□□□ □□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	7		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid _____	_____
Hard of Hearing _____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep _____	_____
Elves gain +50 Hiding bonus in natural terrain	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
thick robes		2 small belt pouches	
short sword		knapsack	
dagger		wineskin (2 quart cap.)	
miner's lantern		trail rations (3 days)	
1 pint lamp oil		spell book	
flint & steel			
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	9	%	Intimidation (Str, Cha)	7
	Animal Mimicry (Wis)	15	%	Listening (Wis)	27
	Boating (Wis)	15	%	Observation (Wis)	20
	Cartography* (Int)	24	%	Pick Pocket (Dex)	11
	Climbing/Rappelling (Str, Dex)	7	%	Reading Lips (Int)	16
	Current Affairs (Wis)	15	%	Recruiting (Cha)	9
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22
	Distraction (Cha)	9	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9
	Hiding (Int, Dex)	19	%	Sneaking (Dex)	16
	Interrogation (Wis, Cha)	9	%	Survival (Wis, Con)	5
				Tracking (Wis)	15

Other Skills	Mastery
arcane lore	43
history, ancient	37
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **1** Alignment: _____



Race: **Human** Gender: _____ Age: **17** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q) Handedness: **Righty**

Character Record

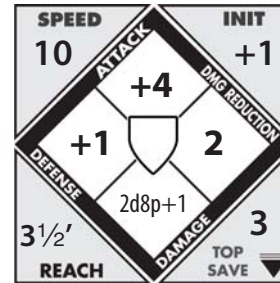
ABILITIES	12 / 25% STR	DMG. MOD. +1	FEAT OF STR. +1	LIFT (LBS) 215 lb	CARRY (LBS) 56 lb	DRAG (LBS) 538 lb
	15 / 19% INT	ATTACK MOD. +2				
	9 / 11% WIS	INIT MOD. +3	DEFENSE MOD. -1			
	15 / 58% DEX	INIT MOD. -1	ATTACK MOD. +2	DEFENSE MOD. +3		
	6 / 12% CON					
	11 / 76% LKS					
	12 / 09% CHA					
13	HON WINDOW Average		HON PENALTY WINDOW ≤ 5			
Honor	HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>					

EXPERIENCE FOR NEXT LEVEL:

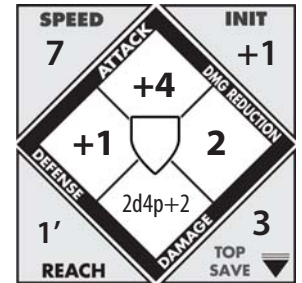
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400

Quick References

Observation Check: 27
Listening Check: 24
Feat of Strength: d20p+1
Turn/Cmd Undead:



longsword: roll d20-4 for DEF



dagger: roll d20-4 for DEF

Armor Worn

Body: **leather armor** (damage reduction = 2)
Shield: _____ (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+4							Attack Bonus +4
								Speed -0
-1	+2							Initiative +1
	+2		+1		-2			Defense +1
	+1							Damage +1

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 19

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 3

SPELLS AVAILABLE

LEVEL

Appr. _____
Jrnym. _____

1 _____
2 _____
3 _____
4 _____
5 _____

21
Luck Points

6
Threshold of Pain

COMBAT PROFILE WITH WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+4							Attack Bonus +4
								Speed -0
-1	+2							Initiative +1
	+2		+1		-2			Defense +1
	+1	+1						Damage +2

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____	_____	_____	_____	_____	_____	_____
JOURNEYMAN	_____	_____	_____	_____	_____	_____	_____
1	_____	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____	_____

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

TENS: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SINGLES: □□□□ □□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
9	7	16		

PROFICIENCIES
light armor, dagger, longsword, knife

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Greedy _____	_____
Colorblind _____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger) _____	_____
Superior Defense (Near Perfect Defense on natural 18-19)	_____
Backstab (damage dice penetrate on max & max-1)	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran _____	70	25
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
leather armor		2 small belt pouches	
longsword		knapsack	
dagger		wineskin (2 quart cap.)	
knife		trail rations (3 days)	
thieves' tools		sheet of vellum	
50' hemp rope		quill	
6 torches		1 oz. ink	
flint & steel			
2 large canvas sacks			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	19	%	Intimidation (Str, Cha)	12
	Animal Mimicry (Wis)	9	%	Listening (Wis)	24
	Boating (Wis)	9	%	Observation (Wis)	27
	Cartography* (Int)	17	%	Pick Pocket (Dex)	22
	Climbing/Rappelling (Str, Dex)	18	%	Reading Lips (Int)	15
	Current Affairs (Wis)	9	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	21	%	Resist Persuasion (Wis)	17
	Distraction (Cha)	12	%	Rope Use (Dex)	28
	Escape Artist (Int, Dex)	23	%	Salesmanship (Int, Wis, Cha)	18
	Fire-Building (Wis)	9	%	Scrutiny (Wis)	16
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	18
	Hiding (Int, Dex)	34	%	Sneaking (Dex)	27
	Interrogation (Wis, Cha)	9	%	Survival (Wis, Con)	9
				Tracking (Wis)	12

Other Skills	Mastery
identify trap	28
disarm trap	26
gambling	21
lock picking	29

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **1** Alignment: _____



Race: **Halfling** Gender: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

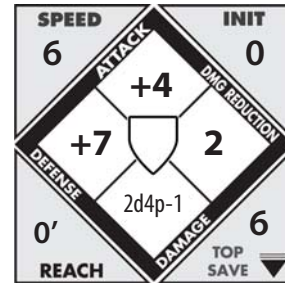
Character Record

6 / 29%	STR
12 / 30%	INT
12 / 59%	WIS
14 / 28%	DEX
13 / 46%	CON
10 / 89%	LKS
10 / 41%	CHA
11	Honor

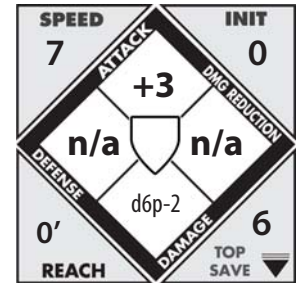
DMG. MOD.	-3	FEAT OF STR.	-6	LIFT (LBS)	130 lb	CARRY (LBS)	32 lb	DRAG (LBS)	325 lb
ATTACK MOD.	+1								
INIT MOD.	+1	DEFENSE MOD.	+1						
INIT MOD.	0	ATTACK MOD.	+2	DEFENSE MOD.	+2				
TURNING MOD.									
HON WINDOW	Average		HON PENALTY WINDOW	≤5					
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>									

EXPERIENCE	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 29
Listening Check: 24
Feat of Strength: d20p-6
Turn/Cmd Undead:



dagger: roll d20-4 for DEF



combat profile for throwing knife

Armor Worn
Body: leather armor (damage reduction = <u>2</u>)
Shield: _____ (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+3	+1						Attack Bonus	+4
		-1						Speed	-1
-1	+1							Initiative	0
	+3	+1	+1	+4	-2			Defense	+7
	-3	+1	+1					Damage	-1
Base Weapon Speed: <u>7</u>		Base Weapon Damage: <u>2d4p</u>		Reach: <u>1'</u>					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH WEAPON #2: throwing knife									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+3							Attack Bonus	+3
								Speed	
-1	+1							Initiative	0
	+3			+4	-2			Defense	+5
	-3	+1						Damage	-2
Base Weapon Speed: <u>7</u>		Base Weapon Damage: <u>d6p</u>		Reach: <u>1'</u>					
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 22			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 4

SPELLS AVAILABLE	
LEVEL	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____



SPELLS MEMORIZED*						
LEVEL	SPELL(S)	Base BP Range	Area	Speed	Duration	Damage
APPRENTICE	_____	_____	_____	_____	_____	_____
JOURNEYMAN	_____	_____	_____	_____	_____	_____
1	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____
TOTAL SPELL POINTS _____						
SPELL POINT TRACKER						
TENS	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○
	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○
SINGLES	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
9	7	16		

PROFICIENCIES
light armor, dagger, knife (throwing & melee)

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Quick Tempered _____	_____
Pocking _____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Superior Defense (Near Perfect Defense on natural 18-19)	_____
Backstab (damage dice penetrate on max & max-1)	_____
Halflings gain +50 Hiding bonus in natural terrain	_____
Damage Bonus, Parry Bonus (dagger)	_____
_____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	75	28
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Mundane Item	Location
leather armor		2 small belt pouches	
dagger		knapsack	
3 throwing knives		wineskin (2 quart cap.)	
thieves' tools		trail rations (3 days)	
30' hemp rope			
6 candles			
flint & steel			
2 pieces of chalk			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	10	%	Intimidation (Str, Cha)	6
	Animal Mimicry (Wis)	17	%	Listening (Wis)	24
	Boating (Wis)	12	%	Observation (Wis)	29
	Cartography* (Int)	12	%	Pick Pocket (Dex)	33
	Climbing/Rappelling (Str, Dex)	32	%	Reading Lips (Int)	12
	Current Affairs (Wis)	12	%	Recruiting (Cha)	10
	Disguise (Int, Cha)	10	%	Resist Persuasion (Wis)	12
	Distraction (Cha)	10	%	Rope Use (Dex)	14
	Escape Artist (Int, Dex)	24	%	Salesmanship (Int, Wis, Cha)	10
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	12
	Glean Info. (Int, Wis, Cha)	10	%	Seduction, Art of (Cha, Lks)	10
	Hiding (Int, Dex)	41	%	Sneaking (Dex)	38
	Interrogation (Wis, Cha)	10	%	Survival (Wis, Con)	12
				Tracking (Wis)	12

Other Skills	Mastery
riddling	22
fast talking	18
forgery	19
swimming	13
cooking/baking	43
mathematics	19
lock picking	24
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	25		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious (has "magic" charm to protect him/herself)
Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
longsword			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	8 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
Hiding (Int, Dex)	9 %	
Interrogation (Wis, Cha)	8 %	
Intimidation (Str, Cha)	17 %	
Jumping (Str)	13 %	

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	8 %
Resist Persuasion (Wis)	10 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **2** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

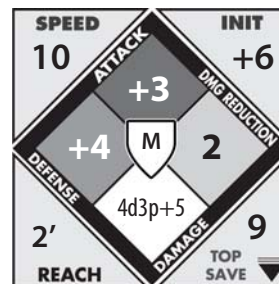


Character Record

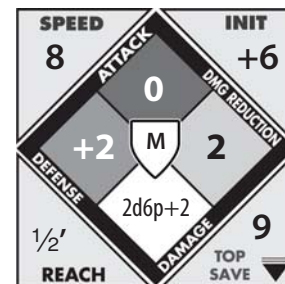
ABILITIES	14 / 23% STR	DMG. MOD. +2 FEAT OF STR. +5 LIFT (LBS) 235 lb CARRY (LBS) 77 lb DRAG (LBS) 588 lb
	8 / 54% INT	ATTACK MOD. -1
	9 / 05% WIS	INIT MOD. +3 DEFENSE MOD. -1
	9 / 77% DEX	INIT MOD. +3 ATTACK MOD. DEFENSE MOD. -1
	18 / 12% CON	
	7 / 50% LKS	
	8 / 85% CHA	TURNING MOD.
19	HON WINDOW Average HON PENALTY WINDOW ≤7	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: leather armor (damage reduction = 2)
Shield: medium (+ 6 defense, absorbs 6 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	-1	+2	+1					Attack Bonus	+3
		-2						Speed	-2
	+6							Initiative	+6
	-2	+1	+1		-2	+6		Defense	+4
	+2	+2	+1					Damage	+5
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 38	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 10

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	-1							Attack Bonus	0
								Speed	
	+6							Initiative	+6
	-2				-2	+6		Defense	+2
	+2							Damage	+2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'					
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	32		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Defense Bonus (battle axe)	
Parry Bonus (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
leather armor		standard rations (1 week)	
medium shield		mess kit	
battle axe		6 iron spikes	
warhammer		wool blanket	
whetstone			
50' hemp rope			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes

S K I L L S	Universal Skills		Mastery [†]	Law (Int)		
	Acting (Lks, Cha)		7	%	8	%
	Animal Husbandry (Wis)		9	%	10	%
	Animal Mimicry (Wis)		9	%	10	%
	Boating (Wis)		9	%	8	%
	Cartography* (Int)		0	%	8	%
	Climbing/Rappelling (Str, Dex)		9	%	9	%
	Current Affairs (Wis)		9	%	8	%
	Diplomacy (Cha)		8	%	8	%
	Disguise (Int, Cha)		8	%	19	%
	Distraction (Cha)		8	%	8	%
	Escape Artist (Int, Dex)		8	%	8	%
	Fire-Building (Wis)		12	%	8	%
	Glean Info. (Int, Wis, Cha)		8	%	15	%
	Hiding (Int, Dex)		8	%	7	%
	Interrogation (Wis, Cha)		8	%	8	%
	Intimidation (Str, Cha)		15	%	8	%
	Jumping (Str)		14	%	9	%
				9	%	

Other Skills		Mastery
appraisal (arms & armor)		13
mining		29
cooking/baking		12

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

HackMaster

Character Record

Character: _____ Class: Cleric Level: 2 Alignment: Lawful Good

Race: Human Sex: _____ Age: 23 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): The True (Anointed? Y N Q) Handedness: Righty

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

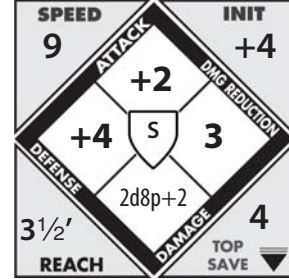
Observation Check: 27

Listening Check: 34

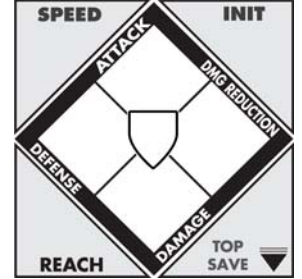
Feat of Strength: d20p

Turn Undead: d20p+7

ABILITIES	10 / 54% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb		
	14 / 11% INT	ATTACK MOD.	+1								
	18 / 20% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3				
	9 / 99% DEX	INIT MOD.	+3	ATTACK MOD.	0	DEFENSE MOD.	-1	DODGE SAVING THROW BONUS		FEAT OF AGILITY	-1
	9 / 04% CON	PHYSICAL SAVING THROW BONUS									
	13 / 04% LKS										
	15 / 41% CHA	TURNING MOD.	+5	MORALE MOD.	+3						
	28	HON WINDOW	Average	HON PENALTY WINDOW	≤7						
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session										
Fame	CATEGORY OF FAME:										



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL	Luck Points	Threshold of Pain	Accumulated Building Points
5		8	

Armor Worn

Body: studded leather (damage reduction = 3)

Shield: small (+ 4 defense, absorbs 4 hp)

DAMAGE TRACKER

-1

-2

Fatigue Factor

0

COMBAT PROFILE WITH MELEE WEAPON: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+1	+1						Attack Bonus +2
		-1						Speed -1
+1	+2			+1				Initiative +4
	+2	+1		-3	+4			Defense +4
	0	+2						Damage +2

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'

Specialization	+1	+2	+3	+4	+5
Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input checked="" type="radio"/> (x BP)	<input checked="" type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 24

	POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>	_____	_____	_____	_____	_____	_____
JOURNEYMAN	<input type="radio"/>	_____	_____	_____	_____	_____	_____
1	<input type="radio"/> Cure Trifling Wound	_____	_____	_____	_____	_____	_____
2	<input type="radio"/> Cure Trivial Wound, Bless	_____	_____	_____	_____	_____	_____
3	<input type="radio"/>	_____	_____	_____	_____	_____	_____
4	<input type="radio"/>	_____	_____	_____	_____	_____	_____
5	<input type="radio"/>	_____	_____	_____	_____	_____	_____
6	<input type="radio"/>	_____	_____	_____	_____	_____	_____
7	<input type="radio"/>	_____	_____	_____	_____	_____	_____
8	<input type="radio"/>	_____	_____	_____	_____	_____	_____
9	<input type="radio"/>	_____	_____	_____	_____	_____	_____
10	<input type="radio"/>	_____	_____	_____	_____	_____	_____

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
10% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
longsword		divine icon	
dagger			
50' hemp rope			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Law (Int)	14
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27
	Boating (Wis)	22	%	Oration (Cha)	15
	Cartography* (Int)	14	%	Persuasion (Cha)	15
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8
	Jumping (Str)	10	%	Torture (Int)	14
				Tracking (Wis)	18

Other Skills	Mastery
Religion (Courts of Justice)	40
Divine Lore	33
History, Ancient	31
Riding (equine)	25

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **2** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

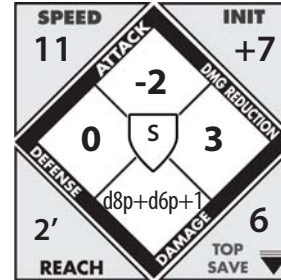
Patron God(s): **Caregiver** (Anointed? Y N Handedness: **Righty**

ABILITIES	12 / 17% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	9 / 07% INT	ATTACK MOD. -1
	13 / 42% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	8 / 48% DEX	INIT MOD. +4 ATTACK MOD. -1 DEFENSE MOD. -2 DODGE SAVING THROW BONUS -1 FEAT OF AGILITY -3
	13 / 30% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	14 / 58% CHA	TURNING MOD. +4 MORALE MOD. +2
25	HON WINDOW Average HON PENALTY WINDOW ≤7	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

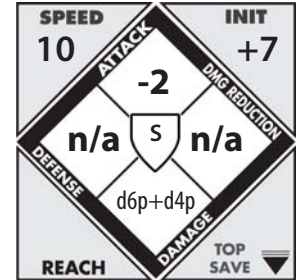
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: -20
Listening Check: 11
Feat of Strength: d20p+1
Turn Undead: d20p+6



combat profile for mace



combat profile for sling

PREVIOUS HIT POINT ROLL
6

Luck Points

Threshold of Pain
10

Accumulated Building Points

Armor Worn
Body: studded leather (damage reduction = 3)
Shield: small (+ 4 defense, absorbs 4 hp)
DAMAGE TRACKER
-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: mace									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	-2							Attack Bonus	-2
								Speed	
+1	+5			+1				Initiative	+7
	-1			-3	+4			Defense	0
	+1							Damage	+1
Base Weapon Speed: 11		Base Weapon Damage: d8p+d6p		Reach: 2'					
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: sling									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	-2							Attack Bonus	-2
								Speed	
+1	+5			+1				Initiative	+7
								Damage	
Base Weapon RoF: 10		Base Weapon Damage: d6p+d4p							
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

HIT POINTS: 29			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/>						
4	<input type="radio"/>						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
HUNDREDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
TENS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
SINGLES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
staff		divine icon	
mace			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	13	%	Listening (Wis)	11 (16) %
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20 %
	Boating (Wis)	22	%	Oration (Cha)	14 %
	Cartography* (Int)	8	%	Persuasion (Cha)	14 %
	Climbing/Rappelling (Str, Dex)	-8 (7)	%	Pick Pocket (Dex)	-53 (7) %
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13 %
	Distraction (Cha)	14	%	Rope Use (Dex)	7 %
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20 %
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	23 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14 %
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-33 (7) %
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13 %
	Jumping (Str)	12	%	Torture (Int)	8 %
				Tracking (Wis)	13 %

Other Skills	Mastery
Religion (Church of Everlasting Hope)	32 %
First Aid	45 %
Cooking/Baking	42 %
Divine Lore	31 %
Swimming	14 %
Carpentry/Woodworking	18 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **2** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

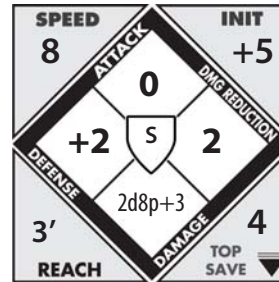
Patron God(s): **The Guardian** (Anointed? Y N Q) Handedness: **Righty**

ABILITIES	15 / 40% STR	DMG. MOD. +2 FEAT OF STR. +7 LIFT (LBS) 245 lb CARRY (LBS) 91 lb DRAG (LBS) 613 lb
	9 / 20% INT	ATTACK MOD. -1
	13 / 15% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	9 / 60% DEX	INIT MOD. +3 ATTACK MOD. DEFENSE MOD. -1 DODGE SAVING THROW BONUS FEAT OF AGILITY -1
	8 / 55% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 39% LKS	
	12 / 32% CHA	TURNING MOD. n/a MORALE MOD. +1
25	HON WINDOW Average HON PENALTY WINDOW ≤7	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

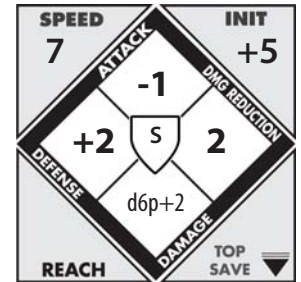
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE 400	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
--------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References	
Observation Check:	13
Listening Check:	13
Feat of Strength:	d20p+7
Turn Undead:	no



combat profile for scimitar



combat profile for knife

PREVIOUS HIT POINT ROLL	4
--------------------------------	---



Threshold of Pain	8
--------------------------	---

Accumulated Building Points	
------------------------------------	--

Armor Worn											
Body: leather	(damage reduction = 2)										
Shield: small	(+ 4 defense, absorbs 4 hp)										
DAMAGE TRACKER	<table border="0"> <tr> <td>0000</td> <td>0000</td> <td>-1</td> <td>0000</td> <td>0000</td> </tr> <tr> <td>-2</td> <td>0000</td> <td>0000</td> <td>-3</td> <td>0000</td> </tr> </table>	0000	0000	-1	0000	0000	-2	0000	0000	-3	0000
0000	0000	-1	0000	0000							
-2	0000	0000	-3	0000							

Fatigue Factor	1
-----------------------	---

COMBAT PROFILE WITH MELEE WEAPON: <u>scimitar</u>								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	-1	+1						Attack Bonus 0
		-1						Speed -1
+1	+4							Initiative +5
	0			-2	+4			Defense +2
	+2	+1						Damage +3
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

COMBAT PROFILE WITH MISSILE WEAPON: _____								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage
Base Weapon RoF: _____		Base Weapon Damage: _____						
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

HIT POINTS: 24			
	POINTS	DAYS TO HEAL	
Wound #1			Wound #6
Wound #2			Wound #7
Wound #3			Wound #8
Wound #4			Wound #9
Wound #5			Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○	Cure Trifling Wound					
2	○	Cure Trivial Wound, Innocuousness					
3	○						
4	○						
5	○						
6	○						
7	○						
8	○						
9	○						
10	○						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Damage Bonus (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
scimitar		divine icon	
knife			
50' hemp rope			
knife			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	13
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	8	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-32 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
			Tracking (Wis)	24	

Other Skills	Mastery
Religion (Face of the Free)	24
Animal Training (dogs)	18
First Aid	25
Divine Lore	22

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **2** Alignment: _____

Race: **Human** Gender: _____ Age: **31** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

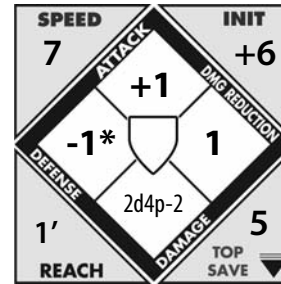


Character Record

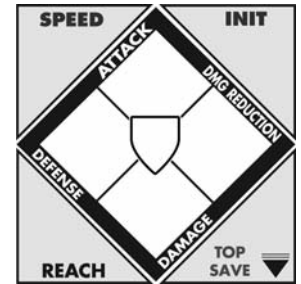
ABILITIES	6 / 85% STR	DMG. MOD. -2	FEAT OF STR. -5	LIFT (LBS) 140 lb	CARRY (LBS) 34 lb	DRAG (LBS) 350 lb
	13 / 40% INT	ATTACK MOD. +1				
	10 / 05% WIS	INIT MOD. +2	DEFENSE MOD.			
	11 / 28% DEX	INIT MOD. +2	ATTACK MOD. 0	DEFENSE MOD. 0		
	11 / 44% CON					
	11 / 13% LKS					
	13 / 61% CHA					
25	Honor	TURNING MOD.		HON WINDOW Average	HON PENALTY WINDOW ≤7	
HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>						

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-5
Turn/Cmd Undead:



combat profile for dagger
roll d20-4 defense die



combat profile for weapon #2

Armor Worn
Body: thick robes (damage reduction = 1)
Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: dagger								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+1							Attack Bonus +1
								Speed
+2	+4							Initiative +6
	0				-1			Defense -1
	-2							Damage -2
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'				
Specialization	+1	+2	+3	+4	+5			
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Notes: _____								

HIT POINTS: 25			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 4

SPELLS AVAILABLE	
LEVEL	
Appr.	Amp. Illumination, Fire Finger
Jrnm.	Candlelight
1	Doze
2	Frighten
3	
4	
5	



COMBAT PROFILE WITH WEAPON #2: _____								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage
Base Weapon Speed: _____		Base Weapon Damage: _____		Reach: _____				
Specialization	+1	+2	+3	+4	+5			
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<i>Fire Finger</i>						
JOURNEYMAN	<i>Candlelight</i>						
1	<i>Doze</i>						
2	<i>Frighten</i>						
3							
4							
5							
TOTAL SPELL POINTS		190					
SPELL POINT TRACKER							
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+1 Save Bonus vs. Spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		2 small belt pouches	
dagger		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink			
brass signal mirror			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	13 %
	Acting (Lks, Cha)	11 %	Listening (Wis)	22 %
	Animal Husbandry (Wis)	21 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	9 %	Oration (Cha)	13 %
	Boating (Wis)	9 %	Persuasion (Cha)	13 %
	Cartography* (Int)	13 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	5 %	Reading Lips (Int)	13 %
	Current Affairs (Wis)	9 %	Recruiting (Cha)	13 %
	Diplomacy (Cha)	13 %	Resist Persuasion (Wis)	14 %
	Disguise (Int, Cha)	13 %	Rope Use (Dex)	11 %
	Distraction (Cha)	13 %	Salesmanship (Int, Wis, Cha)	19 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	19 %
	Fire-Building (Wis)	17 %	Seduction, Art of (Cha, Lks)	11 %
	Glean Info. (Int, Wis, Cha)	19 %	Skilled Liar (Cha)	13 %
	Hiding (Int, Dex)	11 %	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	9 %
	Intimidation (Str, Cha)	5 %	Torture (Int)	13 %
	Jumping (Str)	5 %	Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	40 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **2** Alignment: _____

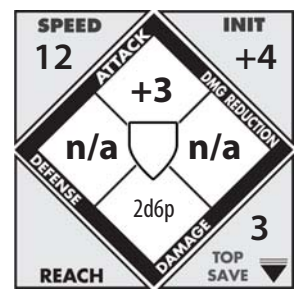
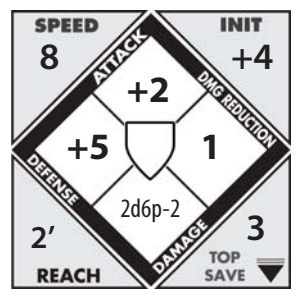
 Race: **Elf** Sex: _____ Age: **219** Height: _____ Weight: _____ Hair: _____ Eyes: _____

 Patron God(s): _____ (Anointed?) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

<i>Quick References</i>	
Observation Check:	20
Listening Check:	07
Feat of Strength:	d20p-4
Turn Undead:	

ABILITIES	7 / 88% STR	DMG. MOD. -2 FEAT OF STR. -4 LIFT (LBS) 157 lb CARRY (LBS) 38 lb DRAG (LBS) 393 lb
	16 / 23% INT	ATTACK MOD. +2
	15 / 55% WIS	INIT MOD. 0 DEFENSE MOD. +2 MENTAL SAVING THROW BONUS +2
	11 / 08% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	6 / 11% CON	PHYSICAL SAVING THROW BONUS -2
	11 / 13% LKS	
	9 / 30% CHA	TURNING MOD. _____ MORALE MOD. _____
23 Honor	HON WINDOW Average HON PENALTY WINDOW ≤7	
Fame	HONOR BONUSES OR PENALTIES: 1 mulligan per session +1 to a die roll per session	
CATEGORY OF FAME:		

 Morale: ● **Hero** ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

 combat profile for short swords
roll d20p defense die vs. 1 attack; d20p-4 thereafter

combat profile for short bow

PREVIOUS HIT POINT ROLL 3	Luck Points 	Threshold of Pain 5	Accumulated Building Points
-------------------------------------	-----------------	-------------------------------	-----------------------------

Armor Worn							
Body: thick robes	(damage reduction = 1)						
Shield: none	(+ ____ defense, absorbs ____ hp)						
DAMAGE TRACKER -2	<table border="0"> <tr> <td>□□□□ □□□□</td> <td>-1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>□□□□ □□□□</td> <td>-3</td> <td>□□□□ □□□□</td> </tr> </table>	□□□□ □□□□	-1	□□□□ □□□□	□□□□ □□□□	-3	□□□□ □□□□
□□□□ □□□□	-1	□□□□ □□□□					
□□□□ □□□□	-3	□□□□ □□□□					

Fatigue Factor -1	
------------------------------------	--

COMBAT PROFILE WITH MELEE WEAPON: 2 short swords								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+2							Attack Bonus +2
								Speed
+2	+2							Initiative +4
	+2	+1(x2)	+2	-1				Defense +5
	-2							Damage -2
Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 2'								
Specialization +1 +2 +3 +4 +5								
Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Notes: <i>2 one-handed weapons, defending w/ secondary fighting style</i>								

HIT POINTS: 14			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: short bow								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+2		+1					Attack Bonus +3
								Speed
+2	+2							Initiative +3
								Damage -2
Base Weapon RoF: 12 Base Weapon Damage: 2d6p								
Specialization +1 +2 +3 +4 +5								
Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Rate of Fire ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								
Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)								

<i>Missile Weapon Ranges</i>	Distance (ft)	Attack Die
	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/> Springing						
JOURNEYMAN	<input type="radio"/> Sense Magic Aura						
1	<input type="radio"/> Scorch						
2	<input type="radio"/> Magic Projectile						
3	<input type="radio"/>						
4	<input type="radio"/>						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						
TOTAL SPELL POINTS	190						

SPELL POINT TRACKER

HUNDREDS □□□□ □□□□ □

TENS ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

SINGLES □□□□ □□□□ □

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+1 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		knapsack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		spell book	
1 pint lamp oil		<i>spell components</i>	
flint & steel			
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	16 %
	Acting (Lks, Cha)	9 %	Listening (Wis)	7 %
	Animal Husbandry (Wis)	15 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	15 %	Oration (Cha)	9 %
	Boating (Wis)	15 %	Persuasion (Cha)	9 %
	Cartography* (Int)	24 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	7 %	Reading Lips (Int)	16 %
	Current Affairs (Wis)	15 %	Recruiting (Cha)	9 %
	Diplomacy (Cha)	9 %	Resist Persuasion (Wis)	22 %
	Disguise (Int, Cha)	9 %	Rope Use (Dex)	11 %
	Distraction (Cha)	9 %	Salesmanship (Int, Wis, Cha)	27 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	20 %
	Fire-Building (Wis)	24 %	Seduction, Art of (Cha, Lks)	9 %
	Glean Info. (Int, Wis, Cha)	9 %	Skilled Liar (Cha)	9 %
	Hiding (Int, Dex)	19 %	Sneaking (Dex)	16 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	5 %
	Intimidation (Str, Cha)	7 %	Torture (Int)	16 %
	Jumping (Str)	15 %	Tracking (Wis)	15 %

Other Skills	Mastery
arcane lore	46 %
history, ancient	37 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **2** Alignment: _____

Race: **Human** Sex: _____ Age: **17** Height: _____ Weight: _____ Hair: _____ Eyes: _____

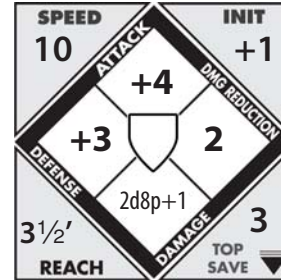
Patron God(s): _____ (Anointed? N) Handedness: **Righty**

ABILITIES	12 / 26% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	15 / 23% INT	ATTACK MOD. +2
	9 / 25% WIS	INIT MOD. +3 DEFENSE MOD. -1 MENTAL SAVING THROW BONUS
	15 / 59% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +3 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +8
	6 / 51% CON	PHYSICAL SAVING THROW BONUS -2
	11 / 76% LKS	
	12 / 13% CHA	TURNING MOD. n/a MORALE MOD. +1
25 Honor	HON WINDOW Average HON PENALTY WINDOW ≤7	
Fame	HONOR BONUSES OR PENALTIES: +1 to a die roll per session CATEGORY OF FAME:	

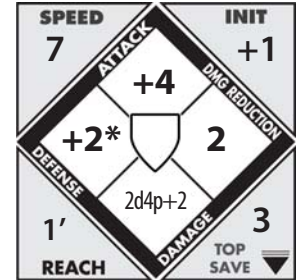
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

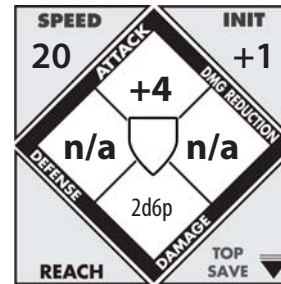
Quick References
Observation Check: 27
Listening Check: 24
Feat of Strength: d20p+1
Turn Undead:



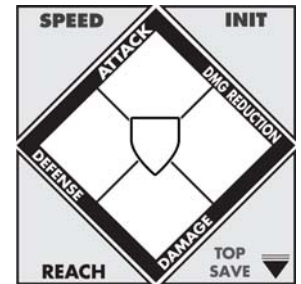
longsword+dagger



dagger (roll d20-4 for DEF)



It. Crossbow



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+4							Attack Bonus	+4
								Speed	0
-1	+2							Initiative	+1
	+2	0 (+1)	+1 (+1)		-2			Defense	+3
	+1							Damage	+1
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'					
Specialization		+1	+2	+3	+4	+5			
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: 2 weapon style, secondary defense									

PREVIOUS HIT POINT ROLL 6	Luck Points 22	Threshold of Pain 8	Accumulated Building Points
Armor Worn Body: leather (damage reduction = 2) Shield: _____ (+ ___ defense, absorbs ___ hp)		Fatigue Factor 2	
DAMAGE TRACKER -2			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+4							Attack Bonus	+4
								Speed	0
-1	+2							Initiative	+1
	+2	+1	+1		-2			Defense	+2
	+1	+1						Damage	+2
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'					
Specialization		+1	+2	+3	+4	+5			
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes:									

HIT POINTS: 22
POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+4							Attack Bonus	+4
								Rate of Fire	0
-1	+2							Initiative	+1
	+1*							Damage	0
Base Weapon RoF: 20		Base Weapon Damage: 2d6p							
Specialization		+1	+2	+3	+4	+5			
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 1 die type lower)	
Rearward Strike (bypass 1 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' hemp rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	38 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	34 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	26 %
gambling	21 %
lock picking	34 %
ID trap	13 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **2** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 29
Listening Check: 24
Feat of Strength: d20p-4
Turn Undead:

ABILITIES	7 / 76% STR	DMG. MOD. -2 FEAT OF STR. -4 LIFT (LBS) 157 lb CARRY (LBS) 19 lb DRAG (LBS) 393 lb
	12 / 33% INT	ATTACK MOD. +1
	12 / 62% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 33% DEX	INIT MOD. 0 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +5
	13 / 47% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	10 / 47% CHA	TURNING MOD. n/a MORALE MOD. +1
	23 Honor	HON WINDOW Average HON PENALTY WINDOW ≤7 HONOR BONUSES OR PENALTIES: +1 to a die roll per session CATEGORY OF FAME:
Fame	Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

SPEED	INIT
6	0
ATTACK	DMG REDUCTION
+4	2
DEFENSE	DAMAGE
+9	6
REACH	TOP SAVE
0'	6

dagger+dagger

SPEED	INIT
6	0
ATTACK	DMG REDUCTION
+4	2
DEFENSE	DAMAGE
+7*	6
REACH	TOP SAVE
0'	6

dagger (roll d20-4 for DEF)

SPEED	INIT
7	0
ATTACK	DMG REDUCTION
+3	n/a
DEFENSE	DAMAGE
n/a	d6p-1
REACH	TOP SAVE
0'	6

throwing knife

SPEED	INIT
8	0
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+7	2d6p-2
REACH	TOP SAVE
1'	6

short sword + dagger

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+3	+1						Attack Bonus +4	
		-1						Speed -1	
-1	+1							Initiative 0	
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense +9	
	-2	+1	+1					Damage 0	
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'					
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: 2 weapon style, secondary defense									

COMBAT PROFILE WITH MELEE WEAPON #2: short sword + dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+3							Attack Bonus +3	
								Speed 0	
-1	+1							Initiative 0	
	+3	0 (+1)	0 (+1)	+4	-2			Defense +7	
	-2							Damage -2	
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 2'					
Specialization		+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: 2 weapon style, secondary defense									

Missile
Weapon
Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

PREVIOUS HIT POINT ROLL 5	Luck Points 22	Threshold of Pain 8	Accumulated Building Points																				
Armor Worn Body: leather (damage reduction = 2) Shield: _____ (+ ___ defense, absorbs ___ hp)			Fatigue Factor -3																				
DAMAGE TRACKER -2 <table border="1"><tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr></table>				□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□				

HIT POINTS: 23

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+3							Attack Bonus +3	
								Rate of Fire 0	
-1	+1							Initiative 0	
	-2	+1						Damage -1	
Base Weapon RoF: 7		Base Weapon Damage: d6p							
Specialization		+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28
_____	_____	_____
_____	_____	_____
_____	_____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	_____
Initiative Bonus (roll 1 die type lower)	_____
Rearward Strike (bypass 1 DR when striking from behind)	_____
Superior Defense (Near Perfect Defense on natural 18-19)	_____
Backstab (damage dice penetrate on max & max-1)	_____
Halflings gain +50 Hiding bonus in natural terrain	_____
_____	_____
_____	_____

Magic Items or Spell Component(s)	Effects/Notes
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor	_____	_____	2 small belt pouches	_____	_____
2 daggers	_____	_____	knapsack	_____	_____
3 throwing knives	_____	_____	wineskin (2 quart cap.)	_____	_____
short sword	_____	_____	trail rations (3 days)	_____	_____
thieves' tools	_____	_____	_____	_____	_____
30' hemp rope	_____	_____	_____	_____	_____
6 candles	_____	_____	_____	_____	_____
flint & steel	_____	_____	_____	_____	_____
2 pieces of chalk	_____	_____	_____	_____	_____
leather boots	_____	_____	_____	_____	_____
woolen trousers & tunic	_____	_____	_____	_____	_____
linen undershirt	_____	_____	_____	_____	_____
woolen cloak	_____	_____	_____	_____	_____
leather belt	_____	_____	_____	_____	_____

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	24 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	24 %
Observation (Wis)	29 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	47 %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	20 %
disarm trap	17 %
lock picking	24 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
_____	_____ %
_____	_____ %
_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **3** Alignment: **Lawful**

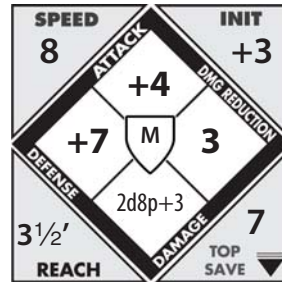
Race: **Human** Sex: _____ Age: **20** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

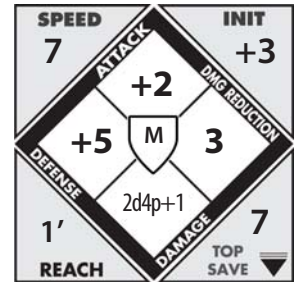
ABILITIES	13 / 63%	STR	DMG. MOD. +1 FEAT OF STR. +4 LIFT (LBS) 230 lb CARRY (LBS) 71 lb DRAG (LBS) 575 lb
	10 / 14%	INT	ATTACK MOD. 0
	10 / 40%	WIS	INIT MOD. +2 DEFENSE MOD. _____ MENTAL SAVING THROW BONUS _____
	13 / 71%	DEX	INIT MOD. 0 ATTACK MOD. +1 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +4
	14 / 44%	CON	PHYSICAL SAVING THROW BONUS +1
	8 / 69%	LKS	
	10 / 13%	CHA	TURNING MOD. n/a MORALE MOD. 0
	36	Honor	HON WINDOW Average HON PENALTY WINDOW ≤9
		HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
	Fame	CATEGORY OF FAME: _____	
			Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE FOR NEXT LEVEL:
1200 2ND = 400
 3RD = 1200
 4TH = 2200
 5TH = 3400
 6TH = 4850
 7TH = 6600
 8TH = 8700
 9TH = 11,200
 10TH = 14,150

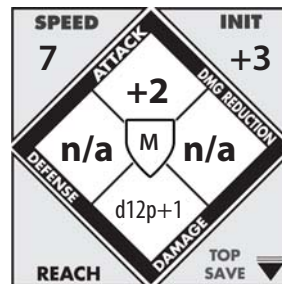
Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn Undead:



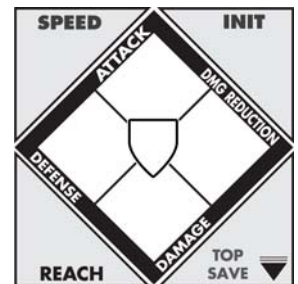
combat profile for: **longsword**



combat profile for: **dagger**



combat profile for: **javelin**



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1	+2						Attack Bonus +4
		-2						Speed -2
	+2				+1			Initiative +3
	+2	+2			-3	+6		Defense +7
	+1	+2						Damage +3
Base Weapon Speed: 10			Base Weapon Damage: 2d8p			Reach: 3 1/2'		
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

COMBAT PROFILE WITH MELEE WEAPON #2: dagger								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1							Attack Bonus +2
								Speed 0
	+2				+1			Initiative +3
	+2				-3	+6		Defense +5
	+1							Damage +1
Base Weapon Speed: 7			Base Weapon Damage: 2d4p			Reach: 1'		
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

PREVIOUS HIT POINT ROLL 6	Luck Points	Threshold of Pain 15	Accumulated Building Points 1
Armor Worn Body: studded leather (damage reduction = 3) Shield: medium (+ 6 defense, absorbs 6 hp) DAMAGE TRACKER -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			Fatigue Factor -1

HIT POINTS: 39					
	POINTS	DAYS TO HEAL		POINTS	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1							Attack Bonus +2
								Rate of Fire 0
	+2				+1			Initiative +3
	+1							Damage +1
Base Weapon RoF: 7			Base Weapon Damage: d12p					
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	45		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

Superstitious (*has "magic" charm to protect him/herself*)

Sterile

TALENTS & RACIAL ABILITIES	BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
studded leather armor			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
longsword			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	18 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	17 %
	Jumping (Str)	13 %

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	18 %
Resist Persuasion (Wis)	18 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	14 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **3** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

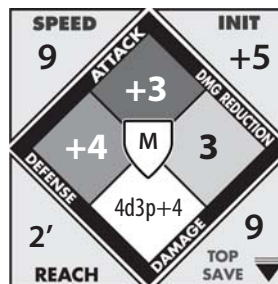


Character Record

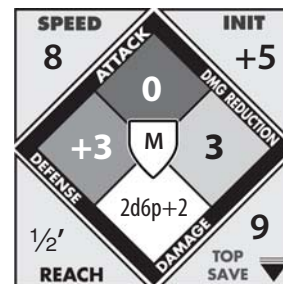
ABILITIES	14 / 26% STR	DMG. MOD. +2	FEAT OF STR. +5	LIFT (LBS) 235 lb	CARRY (LBS) 77 lb	DRAG (LBS) 588 lb
	8 / 56% INT	ATTACK MOD. -1				
	9 / 52% WIS	INIT MOD. +3	DEFENSE MOD. -1			
	10 / 06% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 13% CON					
	7 / 50% LKS					
	8 / 97% CHA					
32	TURNING MOD.					
Honor	HON WINDOW Average		HON PENALTY WINDOW ≤9			
HONOR BONUSES OR PENALTIES: +1 to a die roll per session						

EXPERIENCE	FOR NEXT LEVEL:
1200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: studded leather (damage reduction = 3)
Shield: medium (+ 6 defense, absorbs 6 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: <u>battle axe</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	-1	+2	+1					Attack Bonus	+3
		-2	-1					Speed	-3
	+5			+1				Initiative	+6
	-1	+1	+1		-3	+6		Defense	+4
	+2	+2	+1					Damage	+5
Base Weapon Speed: 12 Base Weapon Damage: 4d3p Reach: 3'									
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 45	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 7

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: <u>warhammer</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	-1							Attack Bonus	0
								Speed	
	+4			+1				Initiative	+4
	0				-3	+6		Defense	+3
	+2							Damage	+2
Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1 1/2'									
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
SINGLES	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	28		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Defense Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
studded leather armor		standard rations (1 week)	
medium shield		mess kit	
battle axe		6 iron spikes	
warhammer		wool blanket	
whetstone		light crossbow	
50' hemp rope		quarrel case (hunting)	
leather boots		20 light bolts	
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **3** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The True** (Anointed? Y N) Handedness: **Righty**

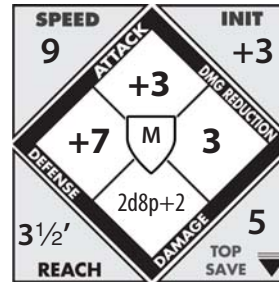
ABILITIES	10 / 66% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb	
	14 / 21% INT	ATTACK MOD.	+1							
	18 / 26% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3			
	10 / 03% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY	
	10 / 05% CON	PHYSICAL SAVING THROW BONUS								
	13 / 04% LKS									
	15 / 48% CHA	TURNING MOD.	+5	MORALE MOD.	+3					
	41	HON WINDOW	Great		HON PENALTY WINDOW	≤9				
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>									
Fame	CATEGORY OF FAME:									

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

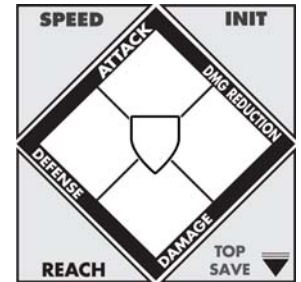
EXPERIENCE	FOR NEXT LEVEL:
1200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+8



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL
6

Luck Points

Threshold of Pain
11

Accumulated Building Points

Armor Worn
 Body: studded leather (damage reduction = 3)
 Shield: medium (+ 6 defense, absorbs 6 hp)
 DAMAGE TRACKER: -1
 -2 -3

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1	+1						Attack Bonus +3
		-1						Speed -1
+1	+1			+1				Initiative +3
	+3	+1		-3	+6			Defense +7
	0	+2						Damage +2

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

HIT POINTS: 31

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Bless						
3	○ Endure Heat, Faith Weapon						
4	○						
5	○						
6	○						
7	○						
8	○						
9	○						
10	○						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS
 TENS
 SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
15% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
longsword		divine icon	
dagger			
50' hemp rope			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	32	%	Law (Int)	22	%
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34	%
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27	%
	Boating (Wis)	22	%	Oration (Cha)	15	%
	Cartography* (Int)	14	%	Persuasion (Cha)	15	%
	Current Affairs (Wis)	9	%	Pick Pocket (Dex)	9	%
	Climbing/Rappelling (Str, Dex)	18	%	Reading Lips (Int)	14	%
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15	%
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41	%
Distraction (Cha)	35	%	Rope Use (Dex)	9	%	
Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14	%	
Fire-Building (Wis)	25	%	Scrutiny (Wis)	18	%	
Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13	%	
Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15	%	
Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9	%	
Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8	%	
Jumping (Str)	10	%	Torture (Int)	14	%	
			Tracking (Wis)	18	%	

Other Skills	Mastery	
Religion (Courts of Justice)	45	%
Divine Lore	37	%
History, Ancient	31	%
Riding (equine)	25	%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **3** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? N Y) Handedness: **Righty**

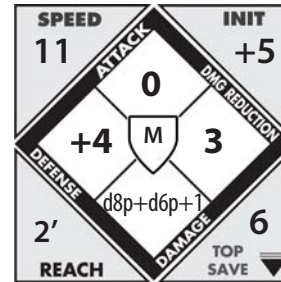
ABILITIES	12 / 19% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	9 / 12% INT	ATTACK MOD. -1
	13 / 45% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 02% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 33% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	14 / 68% CHA	TURNING MOD. +4 MORALE MOD. +2
38	HON WINDOW Average HON PENALTY WINDOW ≤9	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

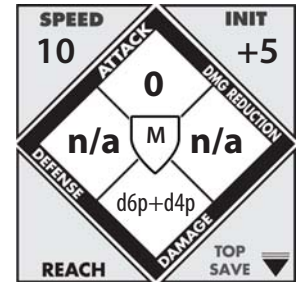
EXPERIENCE	FOR NEXT LEVEL:
1200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: -20
Listening Check: 11
Feat of Strength: d20p+1
Turn Undead: d20p+7



combat profile for mace



combat profile for sling

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
11

Accumulated Building Points

Armor Worn
 Body: studded leather (damage reduction = 3)
 Shield: medium (+ 6 defense, absorbs 6 hp)
 DAMAGE TRACKER: -1
 -2 -3

Fatigue Factor
 0

COMBAT PROFILE WITH MELEE WEAPON: mace

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
	+1			-3	+6			Defense +4
	+1							Damage +1

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
 61': -2 Attack
 81': -3 Attack
 101': -4 Attack
 121': -5 Attack
 141': -6 Attack

HIT POINTS: 33

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/>						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS
 TENS
 SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
staff		divine icon	
mace			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	13	%	Listening (Wis)	11 (16) %
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20 %
	Boating (Wis)	22	%	Oration (Cha)	14 %
	Cartography* (Int)	8	%	Persuasion (Cha)	14 %
	Climbing/Rappelling (Str, Dex)	-8 (7)	%	Pick Pocket (Dex)	-53 (7) %
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13 %
	Distraction (Cha)	14	%	Rope Use (Dex)	7 %
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20 %
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	23 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14 %
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-33 (7) %
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13 %
	Jumping (Str)	12	%	Torture (Int)	8 %
				Tracking (Wis)	13 %

Other Skills	Mastery
Religion (Church of Everlasting Hope)	37 %
First Aid	45 %
Cooking/Baking	42 %
Divine Lore	32 %
Swimming	14 %
Carpentry/Woodworking	18 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **3** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

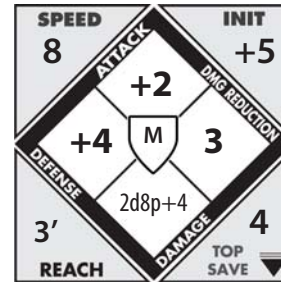
Patron God(s): **The Guardian** (Anointed? Y N Q) Handedness: **Righty**

ABILITIES	15 / 56% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 05% INT	ATTACK MOD.
	13 / 21% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 03% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	9 / 04% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 36% CHA	TURNING MOD. n/a MORALE MOD. +1
38	HON WINDOW Average HON PENALTY WINDOW ≤9	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

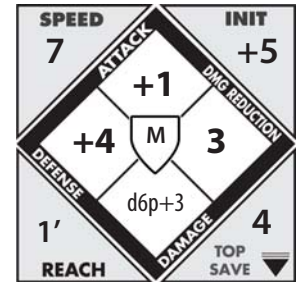
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
1200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References	
Observation Check:	13
Listening Check:	08
Feat of Strength:	d20p+8
Turn Undead:	no



combat profile for scimitar



combat profile for knife

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
10

Accumulated Building Points

Armor Worn

Body: **studded leather** (damage reduction = **3**)

Shield: **medium** (+ **6** defense, absorbs **6** hp)

DAMAGE TRACKER

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

-2

Fatigue Factor

2

COMBAT PROFILE WITH MELEE WEAPON: scimitar

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	0	+1						Attack Bonus +2
		-1						Speed -1
+1	+3			+1				Initiative +5
	+1			-3	+6			Defense +4
	+3	+1						Damage +4

Base Weapon Speed: **9** Base Weapon Damage: **2d8p** Reach: **3'**

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

HIT POINTS: 29

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Innocuousness						
3	○ Springing						
4	○						
5	○						
6	○						
7	○						
8	○						
9	○						
10	○						

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Damage Bonus (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
scimitar		divine icon	
knife			
50' hemp rope			
knife			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	8 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-7 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-32 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
				Tracking (Wis)	24

Other Skills	Mastery
Religion (Face of the Free)	29
Animal Training (dogs)	18
First Aid	25
Divine Lore	23
Lock Picking	5 (15)

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **3** Alignment: _____

Race: **Human** Gender: _____ Age: **31** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

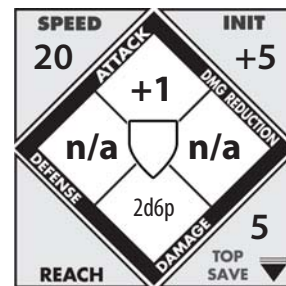
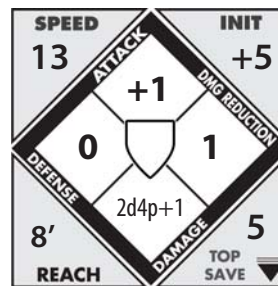


Character Record

ABILITIES	7 / 03% STR	DMG. MOD. -2	FEAT OF STR. -5	LIFT (LBS) 149 lb	CARRY (LBS) 36 lb	DRAG (LBS) 373 lb
	13 / 43% INT	ATTACK MOD. +1				
	10 / 14% WIS	INIT MOD. +2	DEFENSE MOD.			
	11 / 63% DEX	INIT MOD. +1	ATTACK MOD. 0	DEFENSE MOD. +1		
	11 / 45% CON					
	11 / 13% LKS					
	13 / 62% CHA					
38	TURNING MOD.		HON WINDOW Average HON PENALTY WINDOW ≤9			
Honor	HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>					

EXPERIENCE	FOR NEXT LEVEL:
1200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-5
Turn/Cmd Undead:



combat profile for staff

combat profile for lt. crossbow

roll d20p defense die vs. 1 attack; d20p-4 thereafter

Armor Worn
Body: thick robes (damage reduction = <u>1</u>)
Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: staff									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+1							Attack Bonus	+1
								Speed	
+2	+3							Initiative	+5
	+1				-1			Defense	0
	-2							Damage	-2
Base Weapon Speed: <u>13</u> Base Weapon Damage: <u>2d4p+3</u> Reach: <u>8'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

HIT POINTS: 28	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 3

SPELLS AVAILABLE	
LEVEL	
Appr.	Amp. Illumination, Fire Finger
Jrnm.	Candlelight, Tireless Run
1	Doze
2	Frighten, Illusory Leather Armor
3	Withstand Fire
4	
5	



COMBAT PROFILE WITH WEAPON #2: light crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+1							Attack Bonus	+1
								Speed	
+2	+4							Initiative	+6
	0							Defense	0
	-2							Damage	-2
Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<i>Fire Finger</i>						
JOURNEYMAN	<i>Candlelight</i>						
1	<i>Doze</i>						
2	<i>Illusory Leather Armor</i>						
3	<i>Withstand Fire</i>						
4							
5							
TOTAL SPELL POINTS	260						
SPELL POINT TRACKER							
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+1 Save Bonus vs. Spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink			
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	13 %
	Acting (Lks, Cha)	11 %	Listening (Wis)	22 %
	Animal Husbandry (Wis)	21 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	9 %	Oration (Cha)	13 %
	Boating (Wis)	9 %	Persuasion (Cha)	13 %
	Cartography* (Int)	13 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	5 %	Reading Lips (Int)	13 %
	Current Affairs (Wis)	9 %	Recruiting (Cha)	13 %
	Diplomacy (Cha)	13 %	Resist Persuasion (Wis)	14 %
	Disguise (Int, Cha)	13 %	Rope Use (Dex)	11 %
	Distraction (Cha)	13 %	Salesmanship (Int, Wis, Cha)	19 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	19 %
	Fire-Building (Wis)	17 %	Seduction, Art of (Cha, Lks)	11 %
	Glean Info. (Int, Wis, Cha)	19 %	Skilled Liar (Cha)	13 %
	Hiding (Int, Dex)	11 %	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	9 %
	Intimidation (Str, Cha)	5 %	Torture (Int)	13 %
	Jumping (Str)	5 %	Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	41 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+1 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		spell book	
flint & steel		<i>spell components</i>	
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	9	%	Law (Int)	16	%
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7	%
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20	%
	Boating (Wis)	15	%	Oration (Cha)	9	%
	Cartography* (Int)	24	%	Persuasion (Cha)	9	%
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11	%
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16	%
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9	%
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22	%
	Distraction (Cha)	9	%	Rope Use (Dex)	11	%
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27	%
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20	%
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9	%
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9	%
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16	%
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5	%
	Jumping (Str)	15	%	Torture (Int)	16	%
			Tracking (Wis)	15	%	

Other Skills	Mastery	
arcane lore	49	%
history, ancient	37	%
		%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 1 die type lower)	
Rearward Strike (bypass 1 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' hemp rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	45 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	38 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	26 %
gambling	21 %
lock picking	46 %
ID trap	15 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **3** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

HackMaster

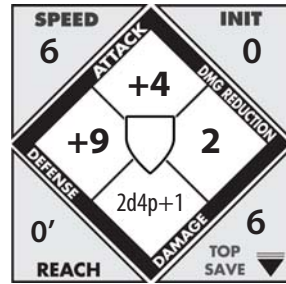
Character Record

EXPERIENCE 1200	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 29
Listening Check: 24
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 07% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 166 lb CARRY (LBS) 20 lb DRAG (LBS) 415 lb
	12 / 37% INT	ATTACK MOD. +1
	12 / 63% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 41% DEX	INIT MOD. 0 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +5
	13 / 58% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	10 / 56% CHA	TURNING MOD. n/a MORALE MOD. 0
	36	HON WINDOW Average HON PENALTY WINDOW ≤9
	Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session
	Fame	CATEGORY OF FAME:

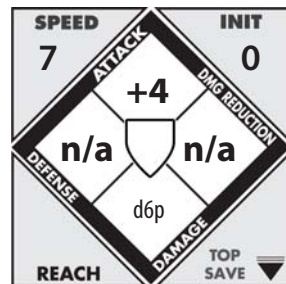
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



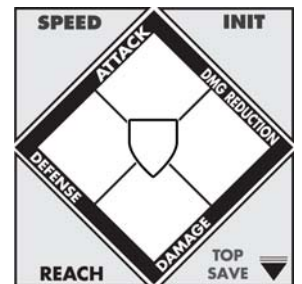
dagger+dagger



dagger (with shield)



throwing knife



COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+3	+1						Attack Bonus +4
		-1						Speed -1
-1	+1							Initiative 0
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense +9
	-1	+1	+1					Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: 2 weapon style, secondary defense

PREVIOUS HIT POINT ROLL
2

Luck Points
23

Threshold of Pain
9

Accumulated Building Points
1

Armor Worn
Body: leather (damage reduction = 2)
Shield: small +1 (+5 defense, absorbs 5 hp)
DAMAGE TRACKER
-2

Fatigue Factor
-2



COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+3	+1						Attack Bonus +4
		-1						Speed -1
-1	+1							Initiative 0
	+3	+1	+1	+4	-2	+5		Defense +12
	-1	+1	+1					Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: using shield

HIT POINTS: 25	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
	+3	+1						Attack Bonus +4
								Rate of Fire 0
-1	+1							Initiative 0
	-1	+1						Damage

Base Weapon RoF: 7 Base Weapon Damage: d6p

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered
Pocking

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 1 die type lower <i>unless using shield</i>)	
Rearward Strike (bypass 1 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
small shield +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	24 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 (01) %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	24 %
Observation (Wis)	29 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 (-18) %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	51 (11) %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	24 %
disarm trap	39 %
lock picking	35 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
	%
	%
(with shield)	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **4** Alignment: **Lawful**

Race: **Human** Sex: _____ Age: **20** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

ABILITIES	13 / 67%	STR	DMG. MOD. +1	FEAT OF STR. +4	LIFT (LBS) 230 lb	CARRY (LBS) 71 lb	DRAG (LBS) 575 lb	
	10 / 16%	INT	ATTACK MOD. 0					
	10 / 46%	WIS	INIT MOD. +2	DEFENSE MOD.	MENTAL SAVING THROW BONUS			
	13 / 74%	DEX	INIT MOD. 0	ATTACK MOD. +1	DEFENSE MOD. +2	DODGE SAVING THROW BONUS +1	FEAT OF AGILITY +4	
	14 / 49%	CON	PHYSICAL SAVING THROW BONUS +1					
	8 / 69%	LKS						
	10 / 19%	CHA	TURNING MOD.	n/a	MORALE MOD.	0		
49	Honor	HON WINDOW	Average		HON PENALTY WINDOW	≤11		
		HONOR BONUSES OR PENALTIES: +1 to a die roll per session						
	Fame	CATEGORY OF FAME:						
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly								

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn Undead:

SPEED	INIT
8	+3
ATTACK	+6
DEFENSE	+7
DAMAGE	3
REACH	3 1/2'
2d8p+4	
TOP SAVE ▼	

combat profile for: longsword

SPEED	INIT
7	+3
ATTACK	+3
DEFENSE	+5
DAMAGE	3
REACH	1'
2d4p+1	
TOP SAVE ▼	

combat profile for: dagger

SPEED	INIT
7	+3
ATTACK	+3
DEFENSE	n/a
DAMAGE	n/a
REACH	1'
d12p+1	
TOP SAVE ▼	

combat profile for: javelin

SPEED	INIT
10	+3
ATTACK	+3
DEFENSE	+5
DAMAGE	3
REACH	1 1/2'
2d6p+1	
TOP SAVE ▼	

combat profile for: horseman's mace

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1	+2					+1	Attack Bonus +6
		-2						Speed -2
	+2				+1			Initiative +3
	+2	+2			-3	+6		Defense +7
	+1	+2					+1	Damage +4
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'				
Specialization		+1	+2	+3	+4	+5		
Attack		● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Speed		● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Defense		● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Damage		● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Notes:								

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1							Attack Bonus +3
								Speed 0
	+2				+1			Initiative +3
	+2				-3	+6		Defense +5
	+1							Damage +1
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'				
Specialization		+1	+2	+3	+4	+5		
Attack		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Speed		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Defense		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Damage		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Notes:								

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

PREVIOUS HIT POINT ROLL

6

Luck Points

Threshold of Pain

15

Accumulated Building Points

Armor Worn

Body: **studded leather** (damage reduction = 3)

Shield: **medium** (+6 defense, absorbs 6 hp)

DAMAGE TRACKER

-2

Fatigue Factor

-1

HIT POINTS: 39			
	POINTS	DAYS TO HEAL	
Wound #1			Wound #6
Wound #2			Wound #7
Wound #3			Wound #8
Wound #4			Wound #9
Wound #5			Wound #10

COMBAT PROFILE WITH MISSILE WEAPON: javelin								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1							Attack Bonus +3
								Rate of Fire 0
	+2				+1			Initiative +3
	+1							Damage +1
Base Weapon RoF: 7		Base Weapon Damage: d12p						
Specialization		+1	+2	+3	+4	+5		
Attack		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Rate of Fire		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		
Damage		○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)		

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	45		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin, horseman's mace

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

Superstitious (*has "magic" charm to protect him/herself*)

Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes
longsword +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
studded leather armor			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	24 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
Interrogation (Wis, Cha)	8 %	
Intimidation (Str, Cha)	17 %	
Jumping (Str)	13 %	

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	23 %
Resist Persuasion (Wis)	19 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	16 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **4** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**



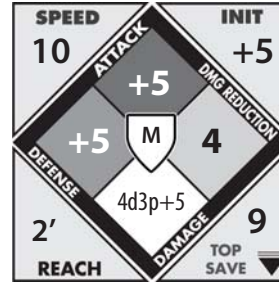
Character Record

ABILITIES	14 / 35% STR	DMG. MOD. +2	FEAT OF STR. +5	LIFT (LBS) 235 lb	CARRY (LBS) 77 lb	DRAG (LBS) 588 lb
	8 / 57% INT	ATTACK MOD. -1				
	10 / 03% WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 10% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 18% CON					
	7 / 50% LKS					
	9 / 06% CHA					
	45 Honor	TURNING MOD.		HON WINDOW Average		HON PENALTY WINDOW ≤11

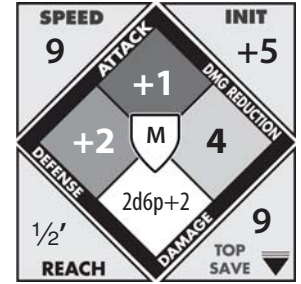
HONOR BONUSES OR PENALTIES: +1 to a die roll per session

EXPERIENCE 2200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400
----------------------------------	------------------------------------------------------------------------

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: ringmail (damage reduction = 4)
Shield: medium (+ 6 defense, absorbs 6 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +1									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	-1	+2	+1				+1	Attack Bonus	+5
		-2	-1	+1				Speed	-2
	+4			+1				Initiative	+5
	0	+2	+1	-4	+6			Defense	+5
	+2	+2	+1				+1	Damage	+5
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 45	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 7

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	-1							Attack Bonus	+1
				+1				Speed	+1
	+4			+1				Initiative	+5
	0			-4	+6			Defense	+2
	+2							Damage	+2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'					
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	39		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Defense Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
ringmail		standard rations (1 week)	
medium shield		mess kit	
warhammer		6 iron spikes	
whetstone		wool blanket	
50' hemp rope		light crossbow	
leather boots		quarrel case (hunting)	
woolen trousers & tunic		20 light bolts	
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
			Tracking (Wis)	9 %	

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **4** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The True** (Anointed? Y N) Handedness: **Righty**

HackMaster

Character Record

ABILITIES	10 / 68% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb	
	14 / 27% INT	ATTACK MOD.	+1							
	18 / 27% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3			
	10 / 10% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY	
	10 / 13% CON	PHYSICAL SAVING THROW BONUS								
	13 / 04% LKS									
	15 / 52% CHA	TURNING MOD.	+5	MORALE MOD.	+3					
54	HON WINDOW	Great	HON PENALTY WINDOW	≤11						
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>									
Fame	CATEGORY OF FAME:									

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

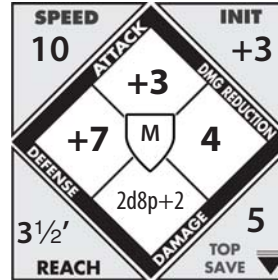
Quick References

Observation Check: 27

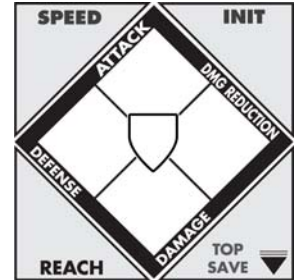
Listening Check: 34

Feat of Strength: d20p

Turn Undead: d20p+9



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL

6

Luck Points

Threshold of Pain

11

Accumulated Building Points

5

Armor Worn

Body: ringmail (damage reduction = 4)

Shield: medium (+6 defense, absorbs 6 hp)

DAMAGE TRACKER

-2

Fatigue Factor

-1

COMBAT PROFILE WITH MELEE WEAPON: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1	+1						Attack Bonus +3
		-1		+1				Speed
+1	+1			+1				Initiative +3
	+3	+1	+1	-4	+6			Defense +7
	0	+2						Damage +2

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'

Specialization

	+1	+2	+3	+4	+5
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization

	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

HIT POINTS: 31

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○						Cure Trifling Wound
2	○						Cure Trivial Wound, Bless
3	○						Faith Weapon
4	○						Kismet, Reveal Pits & Snares
5	○						
6	○						
7	○						
8	○						
9	○						
10	○						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS □□□□ □□□□ □

TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

SINGLES □□□□ □□□□

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
20% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Parry Bonus (longsword)	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

Mundane Item	Location	Mundane Item	Location
ringmail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
longsword		divine icon	
dagger			
50' hemp rope			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Law (Int)	22
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27
	Boating (Wis)	22	%	Oration (Cha)	15
	Cartography* (Int)	14	%	Persuasion (Cha)	15
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8
	Jumping (Str)	10	%	Torture (Int)	14
			Tracking (Wis)	18	

Other Skills	Mastery
Religion (Courts of Justice)	50
Divine Lore	41
History, Ancient	31
Riding (equine)	25

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **4** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? N Q) Handedness: **Righty**

ABILITIES	12 / 20% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 11% INT	ATTACK MOD.
	13 / 54% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 04% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 35% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	14 / 77% CHA	TURNING MOD. +4 MORALE MOD. +2
50	HON WINDOW Average HON PENALTY WINDOW ≤11	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: -20

Listening Check: 11

Feat of Strength: d20p+1

Turn Undead: d20p+8

SPEED 11	INIT +5
ATTACK +1	DMG REDUCTION 3
DEFENSE +4	DAMAGE d8p+d6p+1
REACH 2'	TOP SAVE 6

combat profile for mace

SPEED 10	INIT +5
ATTACK +1	DMG REDUCTION n/a
DEFENSE n/a	DAMAGE d6p+d4p
REACH 2'	TOP SAVE 6

combat profile for sling

PREVIOUS HIT POINT ROLL

8

Luck Points



Threshold of Pain

13



Accumulated Building Points

3

Armor Worn

Body: studded leather (damage reduction = 3)


Shield: medium (+ 6 defense, absorbs 6 hp)

DAMAGE TRACKER

-2 -1 -3

Fatigue Factor

0



COMBAT PROFILE WITH MELEE WEAPON: mace

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
					-3	+6		Defense +4
								Damage +1

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

HIT POINTS: 37

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	-1							Attack Bonus 0
								Speed
+1	+3			+1				Initiative +5
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/> Cure Light Wound						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
staff		divine icon	
mace		Metal Scroll Case	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	11 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-8 (7)	%	Pick Pocket (Dex)	-53 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	23
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-33 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
				Tracking (Wis)	13

Other Skills	Mastery
Religion (Church of Everlasting Hope)	42
First Aid	53
Cooking/Baking	42
Divine Lore	33
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **4** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The Guardian** (Anointed? Y N Q) Handedness: **Righty**

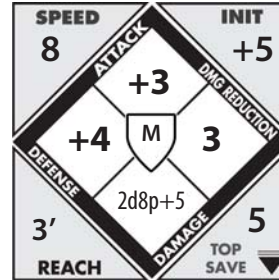
ABILITIES	15 / 57% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 07% INT	ATTACK MOD.
	13 / 24% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 07% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 11% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 38% CHA	TURNING MOD. n/a MORALE MOD. +1
50	HON WINDOW Average HON PENALTY WINDOW ≤11	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: Hero Fearless Brave Steady Nervous Cowardly

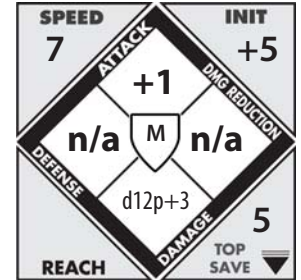
EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: 13
Listening Check: 08
Feat of Strength: d20p+8
Turn Undead: no



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL
7



Threshold of Pain
12

Accumulated Building Points
4

Armor Worn	
Body: <u>studded leather</u> (damage reduction = <u>3</u>)	
Shield: <u>medium</u> (+ <u>6</u> defense, absorbs <u>6</u> hp)	
DAMAGE TRACKER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor
1

COMBAT PROFILE WITH MELEE WEAPON: scimitar +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	0	+1					+1	Attack Bonus +3
		-1						Speed -1
+1	+3			+1				Initiative +5
	+1			-3	+6			Defense +4
	+3		+1				+1	Damage +5

Base Weapon Speed: 9 Base Weapon Damage: 2d8p Reach: 3'

Specialization	+1	+2	+3	+4	+5
Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	0							Attack Bonus +1
								Speed -1
+1	+3			+1				Initiative +5
	+3							Damage +3

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

HIT POINTS: 33

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trifling Wound						
2	<input type="radio"/> Cure Trivial Wound, Innocuousness						
3	<input type="radio"/> Springing						
4	<input type="radio"/> Wall Walk						
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TENS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SINGLES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Damage Bonus (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
studded leather armor		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
knife		divine icon	
50' hemp rope		Quiver, javelins	
knife		4 javelins	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	8 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-7 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-32 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
			Tracking (Wis)	24	

Other Skills	Mastery
Religion (Face of the Free)	34
Animal Training (dogs)	18
First Aid	25
Divine Lore	24
Lock Picking	5 (15)

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **4** Alignment: _____

Race: **Human** Gender: _____ Age: **31** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

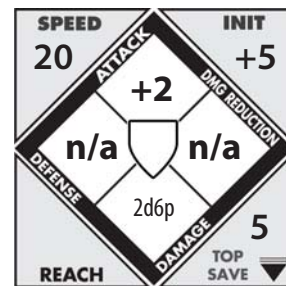
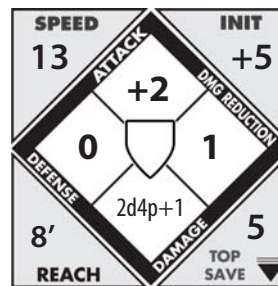


Character Record

ABILITIES	7 / 16% STR	DMG. MOD. -2 FEAT OF STR. -5 LIFT (LBS) 149 lb CARRY (LBS) 36 lb DRAG (LBS) 373 lb
	13 / 48% INT	ATTACK MOD. +1
	10 / 16% WIS	INIT MOD. +2 DEFENSE MOD.
	12 / 02% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1
	11 / 53% CON	
	11 / 13% LKS	
	13 / 67% CHA	TURNING MOD.
50	HON WINDOW Average HON PENALTY WINDOW ≤11	
Honor	HONOR BONUSES OR PENALTIES: <i>add +1 to any single die roll per session</i>	

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-5
Turn/Cmd Undead:



combat profile for staff
roll d20p defense die vs. 1 attack; d20p-4 thereafter

combat profile for lt. crossbow
roll d20p defense die vs. 1 attack; d20p-4 thereafter

Armor Worn
Body: thick robes (damage reduction = <u>1</u>)
Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points
9

COMBAT PROFILE WITH WEAPON #1: staff									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+2							Attack Bonus	+2
								Speed	
+2	+3							Initiative	+5
	+1				-1			Defense	0
	-2							Damage	-2
Base Weapon Speed: <u>13</u> Base Weapon Damage: <u>2d4p+3</u> Reach: <u>8'</u>									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

HIT POINTS: 28			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 3

SPELLS AVAILABLE	
LEVEL	
Appr.	Amp. Illumination, Fire Finger
Jrnym.	Candlelight, Tireless Run
1	Doze
2	Frighten, Illusory Leather Armor
3	Withstand Fire
4	Enfeeble, Memory Wipe (lesser)
5	



COMBAT PROFILE WITH WEAPON #2: light crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
	+2							Attack Bonus	+2
								Speed	
+2	+3							Initiative	+5
	+1							Defense	0
	-2							Damage	-2
Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<i>Fire Finger</i>						
JOURNEYMAN	<i>Candlelight</i>						
1	<i>Doze</i>						
2	<i>Illusory Leather Armor</i>						
3	<i>Withstand Fire</i>						
4	<i>Enfeeble</i>						
5							
TOTAL SPELL POINTS	340						
SPELL POINT TRACKER							
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+2 Save Bonus vs. Spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink			
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	13 %
	Acting (Lks, Cha)	11 %	Listening (Wis)	22 %
	Animal Husbandry (Wis)	21 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	9 %	Oration (Cha)	13 %
	Boating (Wis)	9 %	Persuasion (Cha)	13 %
	Cartography* (Int)	13 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	5 %	Reading Lips (Int)	13 %
	Current Affairs (Wis)	9 %	Recruiting (Cha)	13 %
	Diplomacy (Cha)	13 %	Resist Persuasion (Wis)	14 %
	Disguise (Int, Cha)	13 %	Rope Use (Dex)	11 %
	Distraction (Cha)	13 %	Salesmanship (Int, Wis, Cha)	19 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	19 %
	Fire-Building (Wis)	17 %	Seduction, Art of (Cha, Lks)	11 %
	Glean Info. (Int, Wis, Cha)	19 %	Skilled Liar (Cha)	13 %
	Hiding (Int, Dex)	11 %	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	9 %
	Intimidation (Str, Cha)	5 %	Torture (Int)	13 %
	Jumping (Str)	5 %	Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	42 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **4** Alignment: _____

Race: **Elf** Sex: _____ Age: **219** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed?) Handedness: **Righty**

HackMaster

Character Record

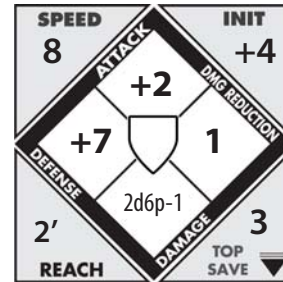
ABILITIES	8 / 04% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 133 lb CARRY (LBS) 39 lb DRAG (LBS) 415 lb
	16 / 38% INT	ATTACK MOD. +2
	15 / 62% WIS	INIT MOD. 0 DEFENSE MOD. +2 MENTAL SAVING THROW BONUS +2
	11 / 25% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	8 / 15% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 13% LKS	
	9 / 34% CHA	TURNING MOD. MORALE MOD.
	48	HON WINDOW Average HON PENALTY WINDOW ≤ 11
	Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session
	Fame	CATEGORY OF FAME:

Morale: Hero Fearless Brave Steady Nervous Cowardly

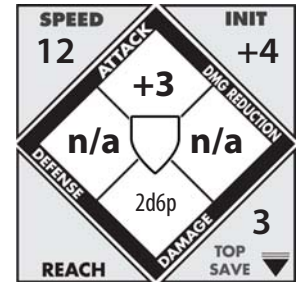
EXPERIENCE 2200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
----------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References

Observation Check: 20
Listening Check: 07
Feat of Strength: d20p-3
Turn Undead:



combat profile for short swords roll d20p defense die vs. 1 attack; d20p-4 thereafter



combat profile for short bow

PREVIOUS HIT POINT ROLL	3
-------------------------	---

Luck Points

Threshold of Pain	7
-------------------	---

Accumulated Building Points	
-----------------------------	--

Armor Worn
Body: **thick robes** (damage reduction = 1)
Shield: **none** (+ ___ defense, absorbs ___ hp)
DAMAGE TRACKER
-2

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: 2 short swords											
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC				TOTAL
	+2							Attack Bonus			+2
								Speed			
+2	+2							Initiative			+4
	+2	+1(x2)	+1(x2)	+2	-1			Defense			+7
	-1							Damage			-1
Base Weapon Speed: 8			Base Weapon Damage: 2d6p			Reach: 2'					
Specialization		+1	+2	+3	+4	+5					
Attack	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Speed	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Defense	<input checked="" type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Damage	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Notes: 2 one-handed weapons, defending w/ secondary fighting style											

COMBAT PROFILE WITH MISSILE WEAPON: short bow											
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC				TOTAL
	+2		+1					Attack Bonus			+3
								Speed			
+2	+2							Initiative			+3
								Damage			-2
Base Weapon RoF: 12			Base Weapon Damage: 2d6p								
Specialization		+1	+2	+3	+4	+5					
Attack	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Rate of Fire	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	
Damage	<input type="radio"/>	(x BP)	<input type="radio"/>	(2x BP)	<input type="radio"/>	(3x BP)	<input type="radio"/>	(4x BP)	<input type="radio"/>	(5x BP)	

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8

HIT POINTS: 19			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						<i>Phantom Irritation, Springing</i>
JOURNEYMAN	<input type="radio"/>						<i>Freeze Water, Perimeter Alarm, Sense Magic Aura</i>
1	<input type="radio"/>						<i>Scorch</i>
2	<input type="radio"/>						<i>Magic Projectile, Torchlight</i>
3	<input type="radio"/>						<i>Bedazzle, Rope Charm, Veil of Darkness</i>
4	<input type="radio"/>						<i>Enfeeble, Skipping Betty Fireball</i>
5	<input type="radio"/>						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS **340**

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	_____
Hard of Hearing	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	_____
Elves gain +50 Hiding bonus in natural terrain	_____
Parry Bonus (short sword)	_____
Crack Shot (short bow)	_____
+2 save bonus vs. spells	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	_____
	_____	_____
	_____	_____

Mundane Item	Location	Mundane Item	Location
thick robes	_____	woolen cloak	_____
2 short swords	_____	leather belt	_____
dagger	_____	2 small belt pouches	_____
short bow	_____	backpack	_____
quiver, hunting	_____	wineskin (2 quart cap.)	_____
12 arrows	_____	trail rations (3 days)	_____
miner's lantern	_____	wool blanket	_____
1 pint lamp oil	_____	spell book	_____
flint & steel	_____	<i>spell components</i>	_____
4 pages vellum	_____		_____
4 quills	_____		_____
2 oz. black ink	_____		_____
leather boots	_____		_____
woolen trousers & tunic	_____		_____
linen undershirt	_____		_____

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	_____
Scroll: Scorch	_____

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	9	%	Law (Int)	16
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20
	Boating (Wis)	15	%	Oration (Cha)	9
	Cartography* (Int)	24	%	Persuasion (Cha)	9
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22
	Distraction (Cha)	9	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5
	Jumping (Str)	15	%	Torture (Int)	16
				Tracking (Wis)	15

Other Skills	Mastery
arcane lore	52
history, ancient	37

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **4** Alignment: _____

Race: **Human** Sex: _____ Age: **17** Height: _____ Weight: _____ Hair: _____ Eyes: _____

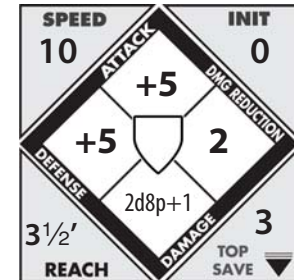
Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

ABILITIES	12 / 34% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	15 / 31% INT	ATTACK MOD. +2
	10 / 01% WIS	INIT MOD. +2 DEFENSE MOD. 0 MENTAL SAVING THROW BONUS
	15 / 79% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +3 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +8
	7 / 37% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 76% LKS	
	12 / 21% CHA	TURNING MOD. n/a MORALE MOD. +1
49	HON WINDOW Average HON PENALTY WINDOW ≤11	
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

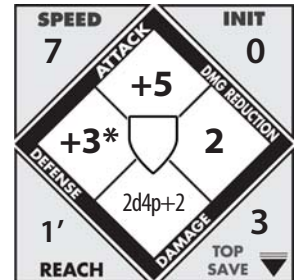
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

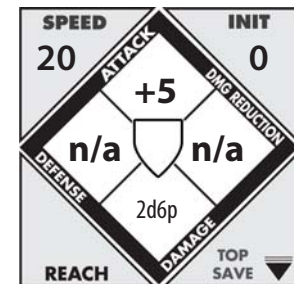
Quick References
Observation Check: 27
Listening Check: 24
Feat of Strength: d20p+1
Turn Undead:



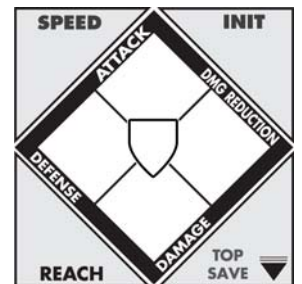
longsword+dagger



dagger (roll d20-4 for DEF)



lt. crossbow



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
								Speed	0	
-1	+1							Initiative	0	
	+3	+1 (+1)	+1 (+1)		-2			Defense	+5	
	+1							Damage	+1	
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'						
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Notes: 2 weapon style, secondary defense										

PREVIOUS HIT POINT ROLL 6	Luck Points 24	Threshold of Pain 10	Accumulated Building Points 2
Armor Worn Body: leather (damage reduction = 2) Shield: _____ (+ ___ defense, absorbs ___ hp)		Fatigue Factor 2	
DAMAGE TRACKER -2			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
								Speed	0	
-1	+1							Initiative	0	
	+3	+1	+1		-2			Defense	+3	
	+1	+1						Damage	+2	
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'						
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Notes:										

HIT POINTS: 29	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: lt. crossbow										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
								Rate of Fire	0	
-1	+1							Initiative	0	
	+1*							Damage	0	
Base Weapon RoF: 20		Base Weapon Damage: 2d6p								
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25	3	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 1 die type lower)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' silk rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	49 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	45 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	54 %
gambling	21 %
lock picking	50 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **4** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
2200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 29
Listening Check: 35
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 16% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 166 lb CARRY (LBS) 20 lb DRAG (LBS) 415 lb
	12 / 40% INT	ATTACK MOD. +1
	12 / 71% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 52% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +6
	13 / 75% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	10 / 58% CHA	TURNING MOD. n/a MORALE MOD. 0
	49	HON WINDOW Average HON PENALTY WINDOW ≤11
Honor	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

SPEED	INIT
6	-1
ATTACK	DMG REDUCTION
+6	2
DEFENSE	DAMAGE
+9	6
REACH	TOP SAVE
0'	6

dagger+dagger

SPEED	INIT
6	-1
ATTACK	DMG REDUCTION
+6	2
DEFENSE	DAMAGE
+12	6
REACH	TOP SAVE
0'	6

dagger (with shield)

SPEED	INIT
7	-1
ATTACK	DMG REDUCTION
+5	n/a
DEFENSE	DAMAGE
n/a	d6p
REACH	TOP SAVE
0'	6

throwing knife

SPEED	INIT
ATTACK	DMG REDUCTION
DEFENSE	DAMAGE
REACH	TOP SAVE

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-1	0							Initiative	-1
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9
	-1	+2	+1				+1	Damage	+3
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'					
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: 2 weapon style, secondary defense									

PREVIOUS HIT POINT ROLL 5	Luck Points 24	Threshold of Pain 10	Accumulated Building Points 1
Armor Worn		Fatigue Factor	
Body: leather (damage reduction = 2)		-2	
Shield: small +1 (+5 defense, absorbs 5 hp)			
DAMAGE TRACKER			
-2			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-1	0							Initiative	-1
	+3	+1	+1	+4	-2	+5		Defense	+12
	-1	+2	+1				+1	Damage	+3
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'					
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: using shield									

HIT POINTS: 28	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 20	d20p
	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+3	+1						Attack Bonus	+5
								Rate of Fire	0
-1	0							Initiative	-1
	-1	+1						Damage	
Base Weapon RoF: 7		Base Weapon Damage: d6p							
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered
Pocking

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 1 die type lower <i>unless using shield</i>)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
small shield +1	
dagger +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	24 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 (01) %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	35 %
Observation (Wis)	29 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 (-18) %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	57 (17) %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	28 %
disarm trap	39 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
(with shield)	

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **5** Alignment: **Lawful**

Race: **Human** Sex: _____ Age: **21** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Handedness: **Righty**

HackMaster

Character Record

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

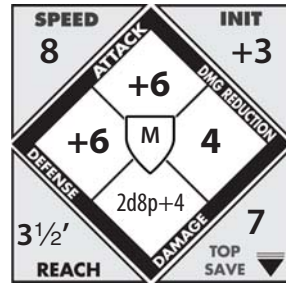
Observation Check: 10

Listening Check: 10

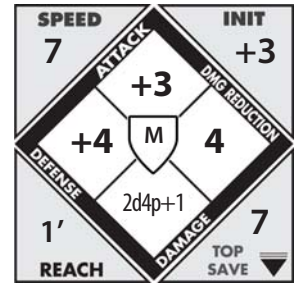
Feat of Strength: d20p+4

Turn Undead:

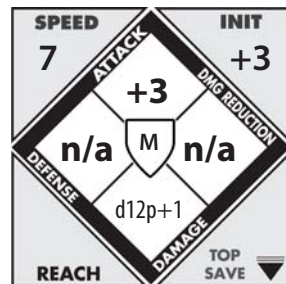
ABILITIES	13 / 67% STR	DMG. MOD. +1 FEAT OF STR. +4 LIFT (LBS) 230 lb CARRY (LBS) 71 lb DRAG (LBS) 575 lb
	10 / 16% INT	ATTACK MOD. 0
	10 / 46% WIS	INIT MOD. +2 DEFENSE MOD. MENTAL SAVING THROW BONUS
	13 / 74% DEX	INIT MOD. 0 ATTACK MOD. +1 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +4
	14 / 49% CON	PHYSICAL SAVING THROW BONUS +1
	8 / 69% LKS	
	10 / 19% CHA	TURNING MOD. n/a MORALE MOD. 0
	62 Honor	HON WINDOW Great HON PENALTY WINDOW ≤13 1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	



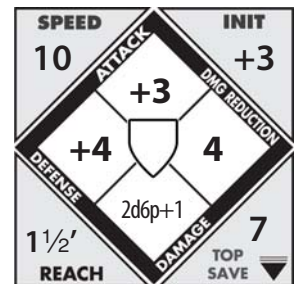
combat profile for: longsword



combat profile for: dagger



combat profile for: javelin



combat profile for: horseman's mace

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1	+2					+1	Attack Bonus +6
-1		-2			+1			Speed -2
	+2				+1			Initiative +3
	+2	+2			-4	+6		Defense +6
	+1	+2					+1	Damage +4

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL

7

Luck Points

Threshold of Pain **19**

Accumulated Building Points

1

Armor Worn

Body: **ringmail** (damage reduction = 4)

Shield: **medium** (+6 defense, absorbs 6 hp)

DAMAGE TRACKER

-1	□□□□□□
-2	□□□□□□
-3	□□□□□□

Fatigue Factor

-1

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1							Attack Bonus +3
-1					+1			Speed 0
	+2				+1			Initiative +3
	+2				-4	+6		Defense +4
	+1							Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5

Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

HIT POINTS: 46

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1							Attack Bonus +3
-1					+1			Rate of Fire 0
	+2				+1			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization +1 +2 +3 +4 +5

Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	45		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger,
Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin,
horseman's mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious (has "magic" charm to protect him/herself)
Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes
longsword +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
ringmail			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	35 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	17 %
	Jumping (Str)	13 %

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	27 %
Resist Persuasion (Wis)	23 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	21 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **5** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **56** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

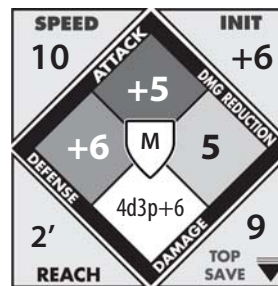


Character Record

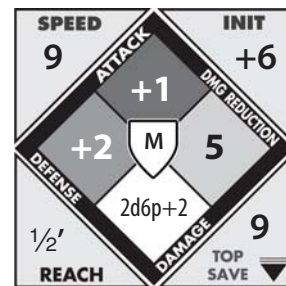
ABILITIES	14 / 50%	STR	DMG. MOD. +2	FEAT OF STR. +5	LIFT (LBS) 235 lb	CARRY (LBS) 77 lb	DRAG (LBS) 588 lb
	8 / 58%	INT	ATTACK MOD. -1				
	10 / 12%	WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 21%	DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 23%	CON					
	7 / 50%	LKS					
	9 / 11%	CHA					
58	Honor	TURNING MOD.		HON WINDOW Average	HON PENALTY WINDOW ≤13	HONOR BONUSES OR PENALTIES: +1 to a die roll per session	

EXPERIENCE	FOR NEXT LEVEL:
3400	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: chainmail (damage reduction = 5)
Shield: medium +1 (+ 7 defense, absorbs 7 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +1								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	-1	+2	+1				+1	Attack Bonus +5
-1		-2	-1		+2			Speed -2
	+4				+2			Initiative +6
	0	+3	+1		-5	+7		Defense +6
	+2	+2	+1				+1	Damage +6
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

HIT POINTS: 51	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 6

SPELLS AVAILABLE	
LEVEL	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____



COMBAT PROFILE WITH WEAPON #2: warhammer								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	-1							Attack Bonus +1
-1					+2			Speed +1
	+4				+2			Initiative +5
	0				-5	+7		Defense +2
	+2							Damage +2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'				
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							_____
JOURNEYMAN							_____
1	_____	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____	_____
TOTAL SPELL POINTS							_____
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	62		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
chainmail		standard rations (1 week)	
warhammer		mess kit	
whetstone		6 iron spikes	
50' hemp rope		wool blanket	
leather boots		light crossbow	
woolen trousers & tunic		quarrel case (hunting)	
linen undershirt		20 light bolts	
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +1	
Medium Shield +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **5** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The True** (Anointed? Y N Q) Handedness: **Righty**

HackMaster

Character Record

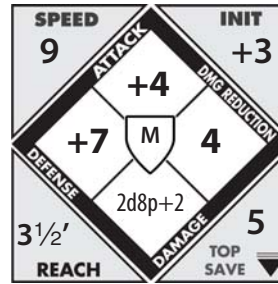
EXPERIENCE 3400

FOR NEXT LEVEL:
 2ND = 400
 3RD = 1200
 4TH = 2200
 5TH = 3400
 6TH = 4850
 7TH = 6600
 8TH = 8700
 9TH = 11,200
 10TH = 14,150

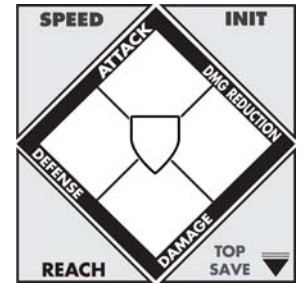
Quick References

Observation Check: 27
 Listening Check: 34
 Feast of Strength: d20p
 Turn Undead: d20p+10

ABILITIES	10 / 72% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb
	14 / 29% INT	ATTACK MOD.	+1						
	18 / 30% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3		
	10 / 11% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	10 / 20% CON	PHYSICAL SAVING THROW BONUS							
	13 / 04% LKS								
	15 / 59% CHA	TURNING MOD.	+5	MORALE MOD.	+3				
	66 Honor	HON WINDOW	Great	HON PENALTY WINDOW	≤13				
Fame	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>								
CATEGORY OF FAME:									



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL 5	Luck Points 	Threshold of Pain 13	Accumulated Building Points
-------------------------------------	------------------------	--------------------------------	------------------------------------

Armor Worn

Body: ringmail (damage reduction = 4)
 Shield: medium (+6 defense, absorbs 6 hp)

DAMAGE TRACKER
 -2 -1 -3

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+1	+1	+1					Attack Bonus +4
		-1	-1	+1				Speed -1
+1	+1			+1				Initiative +3
	+3	+1	+1	-4	+6			Defense +7
	0	+2						Damage +2

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'

Specialization: +1 +2 +3 +4 +5

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

HIT POINTS: 36

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization: +1 +2 +3 +4 +5

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Rate of Fire: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Bless						
3	○ Faith Weapon						
4	○ Kismet, Reveal Pits & Snares						
5	○ Exalt Warrior, Hallowed Weapon						
6	○						
7	○						
8	○						
9	○						
10	○						

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
25% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Attack Bonus, Parry Bonus, Swiftblade (longsword)	_____

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	_____
Potion of Invisibility	_____

Mundane Item	Location	Mundane Item	Location
ringmail	_____	wineskin (2 quart cap.)	_____
medium shield	_____	trail rations (3 days)	_____
longsword	_____	divine icon	_____
dagger	_____		_____
50' hemp rope	_____		_____
6 torches	_____		_____
flint & steel	_____		_____
leather boots	_____		_____
woolen trousers & tunic	_____		_____
linen undershirt	_____		_____
woolen cloak	_____		_____
leather belt	_____		_____
2 small belt pouches	_____		_____
knapsack	_____		_____

SKILLS	Universal Skills	Mastery [†]		
	Acting (Lks, Cha)	32 %	Law (Int)	22 %
	Animal Husbandry (Wis)	18 %	Listening (Wis)	34 %
	Animal Mimicry (Wis)	18 %	Observation (Wis)	27 %
	Boating (Wis)	22 %	Oration (Cha)	15 %
	Cartography* (Int)	14 %	Persuasion (Cha)	15 %
	Climbing/Rappelling (Str, Dex)	9 %	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	18 %	Reading Lips (Int)	14 %
	Diplomacy (Cha)	15 %	Recruiting (Cha)	15 %
	Disguise (Int, Cha)	14 %	Resist Persuasion (Wis)	41 %
	Distraction (Cha)	35 %	Rope Use (Dex)	9 %
	Escape Artist (Int, Dex)	9 %	Salesmanship (Int, Wis, Cha)	14 %
	Fire-Building (Wis)	25 %	Scrutiny (Wis)	18 %
	Glean Info. (Int, Wis, Cha)	14 %	Seduction, Art of (Cha, Lks)	13 %
	Hiding (Int, Dex)	9 %	Skilled Liar (Cha)	15 %
	Interrogation (Wis, Cha)	14 %	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	21 %	Survival (Wis, Con)	8 %
	Jumping (Str)	10 %	Torture (Int)	14 %
			Tracking (Wis)	18 %

Other Skills	Mastery
Religion (Courts of Justice)	55 %
Divine Lore	45 %
History, Ancient	31 %
Riding (equine)	25 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **5** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

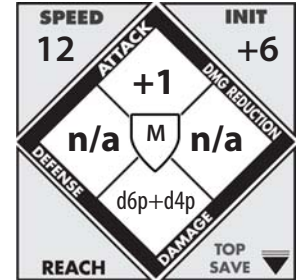
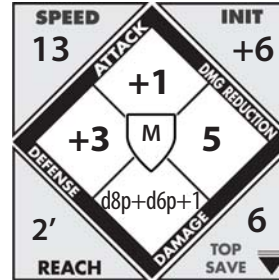
Patron God(s): **Caregiver** (Anointed? N Q) Handedness: **Righty**

ABILITIES	12 / 25% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 16% INT	ATTACK MOD.
	13 / 58% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 09% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 37% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	15 / 01% CHA	TURNING MOD. +5 MORALE MOD. +3
63	HON WINDOW Great HON PENALTY WINDOW ≤13	
Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: -20
Listening Check: 6
Feat of Strength: d20p+1
Turn Undead: d20p+10



PREVIOUS HIT POINT ROLL
5



Threshold of Pain
15

Accumulated Building Points
4

Armor Worn
Body: chainmail (damage reduction = 5)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER
-2

Fatigue Factor
2

COMBAT PROFILE WITH MELEE WEAPON: <u>mace</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1								Attack Bonus	+1
				+2				Speed	+2
+1	+3			+2				Initiative	+6
	+1		+1	-5	+6			Defense	+3
	+1							Damage	+1
Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes:									

COMBAT PROFILE WITH MISSILE WEAPON: <u>sling</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1								Attack Bonus	+1
				+2				Speed	+2
+1	+3			+2				Initiative	+6
								Damage	
Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p									
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

HIT POINTS: 42
POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/> Cure Light Wound						
5	<input type="radio"/> Blessing						
6	<input type="radio"/>						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
HUNDREDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
TENS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
SINGLES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
staff		divine icon	
mace		Metal Scroll Case	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	6 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-28 (7)	%	Pick Pocket (Dex)	-53 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-43 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
			Tracking (Wis)	13	

Other Skills	Mastery
Religion (Church of Everlasting Hope)	47
First Aid	53
Cooking/Baking	42
Divine Lore	34
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **5** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

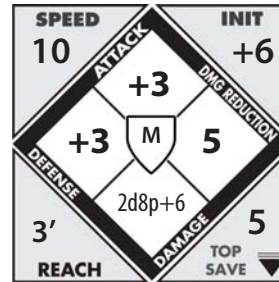
Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

ABILITIES	15 / 64% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 18% INT	ATTACK MOD.
	13 / 32% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 09% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 13% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 42% CHA	TURNING MOD. n/a MORALE MOD. +1
63	HON WINDOW Great HON PENALTY WINDOW ≤13	
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	

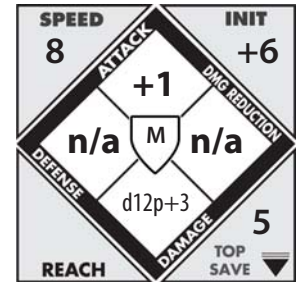
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References	
Observation Check:	13
Listening Check:	03
Feat of Strength:	d20p+8
Turn Undead:	no



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL 8	Luck Points 	Threshold of Pain 15	Accumulated Building Points 3
-------------------------------------	------------------------	--------------------------------	-----------------------------------------

Armor Worn					
Body: chainmail _____ (damage reduction = 5)					
Shield: medium _____ (+ 6 defense, absorbs 6 hp)					
DAMAGE TRACKER	<table border="0"> <tr> <td>□□□□ □□□□ -1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>-2</td> <td>□□□□ □□□□ -3</td> </tr> </table>	□□□□ □□□□ -1	□□□□ □□□□	-2	□□□□ □□□□ -3
□□□□ □□□□ -1	□□□□ □□□□				
-2	□□□□ □□□□ -3				

Fatigue Factor 3

COMBAT PROFILE WITH MELEE WEAPON: <u>scimitar +1</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	0	+1					+1	Attack Bonus	+3
		-1			+2			Speed	+1
+1	+3				+2			Initiative	+6
	+1	+1			-5	+6		Defense	+3
	+3	+1	+1				+1	Damage	+6
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: <u>javelin</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	0							Attack Bonus	+1
					+1			Speed	+1
+1	+3				+2			Initiative	+6
	+3							Damage	+3
Base Weapon RoF: 7		Base Weapon Damage: d12p							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 41			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○	_____					
JOURNEYMAN	○	_____					
1	○	Cure Trifling Wound					
2	○	Cure Trivial Wound, Innocuousness					
3	○	Springing					
4	○	Wall Walk					
5	○	Cure Light Wound					
6	○	_____					
7	○	_____					
8	○	_____					
9	○	_____					
10	○	_____					
TOTAL SPELL POINTS		_____					
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Damage Bonus (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
knife		divine icon	
50' hemp rope		Quiver, javelins	
knife		4 javelins	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
				Tracking (Wis)	24

Other Skills	Mastery
Religion (Face of the Free)	39
Animal Training (dogs)	18
First Aid	25
Divine Lore	25
Lock Picking	-7 (18)

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **5** Alignment: _____

Race: **Human** Gender: _____ Age: **32** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

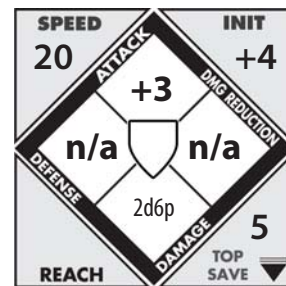
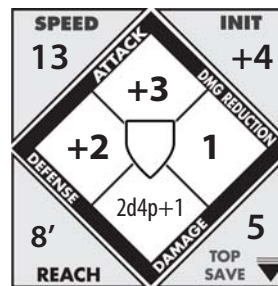


Character Record

ABILITIES	7 / 20% STR	DMG. MOD. -2	FEAT OF STR. -5	LIFT (LBS) 149 lb	CARRY (LBS) 36 lb	DRAG (LBS) 373 lb
	13 / 53% INT	ATTACK MOD. +1				
	10 / 17% WIS	INIT MOD. +2	DEFENSE MOD.			
	12 / 04% DEX	INIT MOD. +1	ATTACK MOD. +1	DEFENSE MOD. +1		
	11 / 60% CON					
	11 / 13% LKS					
	13 / 72% CHA					
73	TURNING MOD.					
Honor	HON WINDOW Great		HON PENALTY WINDOW ≤ 13			
	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>					

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400

Quick References
Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-5
Turn/Cmd Undead:



combat profile for staff

combat profile for lt. crossbow

roll d20p defense die vs. 1 attack; d20p-4 thereafter

Armor Worn

Body: **thick robes** (damage reduction = 1)

Shield: **none** (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

4

COMBAT PROFILE WITH WEAPON #1: staff									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+2							Attack Bonus	+3
								Speed	
+1	+3							Initiative	+4
	+1	+1			-1			Defense	+2
	-2							Damage	-2
Base Weapon Speed: 13 Base Weapon Damage: 2d4p+3 Reach: 8'									
Specialization +1 +2 +3 +4 +5									
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

HIT POINTS: 29			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

PREVIOUS HIT POINT ROLL: 1

SPELLS AVAILABLE	
LEVEL	
Appr.	Amp. Illumination, Fire Finger
Jrnym.	Candlelight, Tireless Run
1	Doze
2	Frighten, Illusory Leather Armor
3	Withstand Fire
4	Enfeeble, Memory Wipe (lesser)
5	Entrancing Lightshow



COMBAT PROFILE WITH WEAPON #2: light crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+2							Attack Bonus	+3
								Speed	
+1	+3							Initiative	+4
	+1							Defense	0
	-2							Damage	-2
Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____									
Specialization +1 +2 +3 +4 +5									
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	Fire Finger						
JOURNEYMAN	Candlelight						
1	Doze						
2	Illusory Leather Armor						
3	Withstand Fire						
4	Enfeeble						
5	Entrancing Lightshow						
TOTAL SPELL POINTS		430					
SPELL POINT TRACKER							
TENS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SINGLES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+2 Save Bonus vs. Spells	
Parry Bonus (staff)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink		<i>spell components</i>	
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	
Wand of Summoning (4 charges)	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	13
	Animal Husbandry (Wis)	21	%	Listening (Wis)	22
	Animal Mimicry (Wis)	9	%	Observation (Wis)	20
	Boating (Wis)	9	%	Oration (Cha)	13
	Cartography* (Int)	13	%	Persuasion (Cha)	13
	Climbing/Rappelling (Str, Dex)	5	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	9	%	Reading Lips (Int)	13
	Diplomacy (Cha)	13	%	Recruiting (Cha)	13
	Disguise (Int, Cha)	13	%	Resist Persuasion (Wis)	14
	Distraction (Cha)	13	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	19
	Fire-Building (Wis)	17	%	Scrutiny (Wis)	19
	Glean Info. (Int, Wis, Cha)	19	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	11	%	Skilled Liar (Cha)	13
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	11
	Intimidation (Str, Cha)	5	%	Survival (Wis, Con)	9
	Jumping (Str)	5	%	Torture (Int)	13
				Tracking (Wis)	9

Other Skills	Mastery
arcane lore	43
cooking/baking	19
reading lips	20

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+2 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		spell book	
flint & steel		<i>spell components</i>	
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	
Potion of Giantism	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	16 %
	Acting (Lks, Cha)	9 %	Listening (Wis)	7 %
	Animal Husbandry (Wis)	15 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	15 %	Oration (Cha)	9 %
	Boating (Wis)	15 %	Persuasion (Cha)	9 %
	Cartography* (Int)	24 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	7 %	Reading Lips (Int)	16 %
	Current Affairs (Wis)	15 %	Recruiting (Cha)	9 %
	Diplomacy (Cha)	9 %	Resist Persuasion (Wis)	22 %
	Disguise (Int, Cha)	9 %	Rope Use (Dex)	11 %
	Distraction (Cha)	9 %	Salesmanship (Int, Wis, Cha)	27 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	20 %
	Fire-Building (Wis)	24 %	Seduction, Art of (Cha, Lks)	9 %
	Glean Info. (Int, Wis, Cha)	9 %	Skilled Liar (Cha)	9 %
	Hiding (Int, Dex)	19 %	Sneaking (Dex)	16 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	5 %
	Intimidation (Str, Cha)	7 %	Torture (Int)	16 %
	Jumping (Str)	15 %	Tracking (Wis)	15 %

Other Skills	Mastery
arcane lore	55 %
history, ancient	37 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **5** Alignment: _____

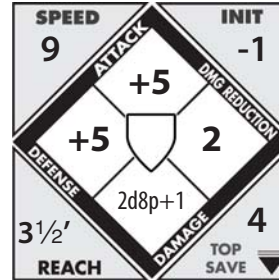
Race: **Human** Sex: _____ Age: **18** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N) Handedness: **Righty**

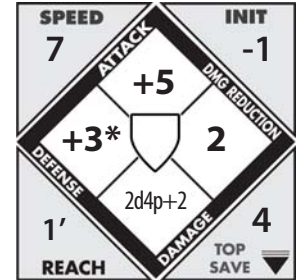
ABILITIES	12 / 41% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	15 / 36% INT	ATTACK MOD. +2
	10 / 07% WIS	INIT MOD. +2 DEFENSE MOD. 0 MENTAL SAVING THROW BONUS
	15 / 00% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +3 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +8
	8 / 06% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 76% LKS	
	12 / 26% CHA	TURNING MOD. n/a MORALE MOD. +1
	60 Honor	HON WINDOW Average HON PENALTY WINDOW ≤13 HONOR BONUSES OR PENALTIES: +1 to a die roll per session CATEGORY OF FAME:
Fame	Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

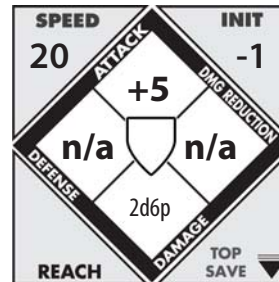
Quick References
Observation Check: 27
Listening Check: 24
Feat of Strength: d20p+1
Turn Undead:



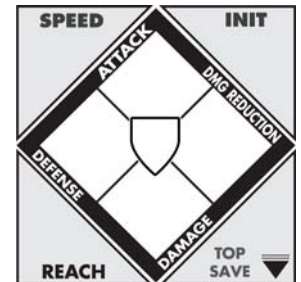
longsword+dagger



dagger (roll d20-4 for DEF)



lt. crossbow



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
		-1						Speed	-1	
-2	+1							Initiative	-1	
	+3	+1 (+1)	+1 (+1)		-2			Defense	+5	
	+1							Damage	+1	
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'						
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Notes: 2 weapon style, secondary defense										

PREVIOUS HIT POINT ROLL 5	Luck Points 25	Threshold of Pain 13	Accumulated Building Points 1
Armor Worn			Fatigue Factor
Body: leather (damage reduction = 2)			1
Shield: _____ (+ ___ defense, absorbs ___ hp)			
DAMAGE TRACKER -2			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
								Speed	0	
-2	+1							Initiative	-1	
	+3	+1	+1		-2			Defense	+3	
	+1	+1						Damage	+2	
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'						
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Notes:										

HIT POINTS: 35
POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: lt. crossbow										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+1	+4							Attack Bonus	+5	
								Rate of Fire	0	
-2	+1							Initiative	-1	
	+1*							Damage	0	
Base Weapon RoF: 20		Base Weapon Damage: 2d6p								
Specialization		+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)					

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	45	23	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 2 die type lower)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	
Wand of Flowers (27 charges)	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' silk rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	37 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	49 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	45 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	33 %
gambling	21 %
lock picking	67 %
ID trap	29 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **5** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

HackMaster

Character Record

ABILITIES	8 / 18%	STR	DMG. MOD. -1	FEAT OF STR. -3	LIFT (LBS) 166 lb	CARRY (LBS) 20 lb	DRAG (LBS) 415 lb	
	12 / 43%	INT	ATTACK MOD. +1					
	12 / 73%	WIS	INIT MOD. +1	DEFENSE MOD. +1	MENTAL SAVING THROW BONUS			
	14 / 63%	DEX	INIT MOD. -1	ATTACK MOD. +2	DEFENSE MOD. +2	DODGE SAVING THROW BONUS +1	FEAT OF AGILITY +6	
	14 / 02%	CON	PHYSICAL SAVING THROW BONUS +1					
	10 / 89%	LKS						
	10 / 59%	CHA	TURNING MOD. n/a		MORALE MOD. 0			
62	Honor	HON WINDOW Great	HON PENALTY WINDOW ≤13		1 mulligan per session			
	Fame	HONOR BONUSES OR PENALTIES: +1 to a die roll per session						
		CATEGORY OF FAME:						

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE	FOR NEXT LEVEL:
3400	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

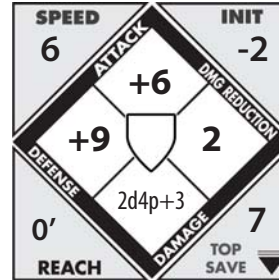
Quick References

Observation Check: 29

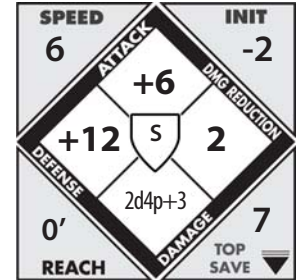
Listening Check: 39

Feat of Strength: d20p-3

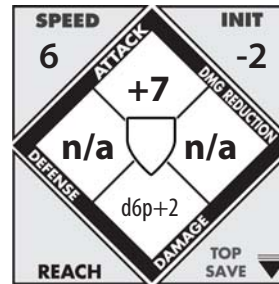
Turn Undead:



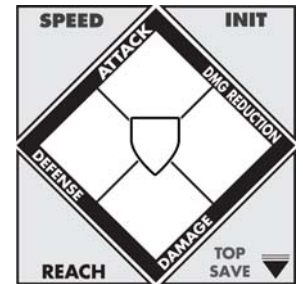
dagger+dagger



dagger (with shield)



throwing knife +2



COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-2	0							Initiative -2
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense +9
	-1	+2	+1				+1	Damage +3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: 2 weapon style, secondary defense

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-2	0							Initiative -2
	+3	+1	+1	+4	-2	+5		Defense +12
	-1	+2	+1				+1	Damage +3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: using shield

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

PREVIOUS HIT POINT ROLL

4

Luck Points 25

Threshold of Pain 12

Accumulated Building Points 2

Armor Worn

Body: leather (damage reduction = 2)

Shield: small +1 (+ 5 defense, absorbs 5 hp)

DAMAGE TRACKER -2

Fatigue Factor -2

HIT POINTS: 33

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+2	Attack Bonus +7
								Rate of Fire 0
-2	0							Initiative -2
	-1	+1					+2	Damage +2

Base Weapon RoF: 7 Base Weapon Damage: d6p

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered
Pocking

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 2 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
small shield +1	
dagger +1	
throwing knife +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	32 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	24 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 (01) %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	39 %
Observation (Wis)	29 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 (-18) %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	61 (21) %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	33 %
disarm trap	41 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %
	%
	%
(with shield)	

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **6** Alignment: **Lawful**

HackMaster

Character Record

Race: **Human** Sex: _____ Age: **21** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

ABILITIES	13 / 74% STR	DMG. MOD. +1 FEAT OF STR. +4 LIFT (LBS) 230 lb CARRY (LBS) 71 lb DRAG (LBS) 575 lb
	10 / 18% INT	ATTACK MOD. 0
	10 / 49% WIS	INIT MOD. +2 DEFENSE MOD. MENTAL SAVING THROW BONUS
	13 / 78% DEX	INIT MOD. 0 ATTACK MOD. +1 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +4
	14 / 51% CON	PHYSICAL SAVING THROW BONUS +1
	8 / 69% LKS	
	10 / 20% CHA	TURNING MOD. n/a MORALE MOD. 0
75 Honor	HON WINDOW Great HON PENALTY WINDOW ≤15 1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME: Morale: <input checked="" type="radio"/> Hero <input type="radio"/> Fearless <input type="radio"/> Brave <input type="radio"/> Steady <input type="radio"/> Nervous <input type="radio"/> Cowardly	

EXPERIENCE	FOR NEXT LEVEL:
4850	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

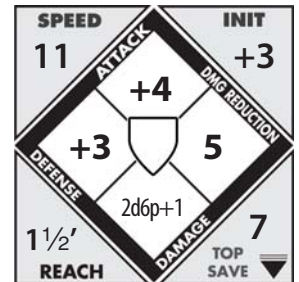
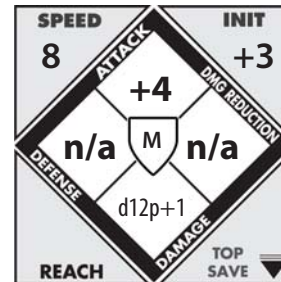
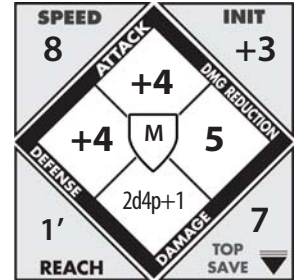
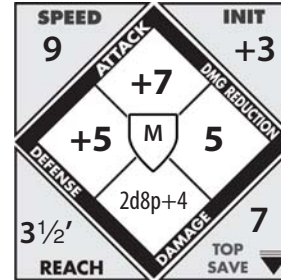
Quick References

Observation Check: 10

Listening Check: 10

Feat of Strength: d20p+4

Turn Undead:



COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1	+2					+1	Attack Bonus +7
-1		-2			+2			Speed -1
-1	+2				+2			Initiative +3
	+2	+2			-5	+6		Defense +5
	+1	+2					+1	Damage +4

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization: +1 (x BP) +2 (2x BP) +3 (3x BP) +4 (4x BP) +5 (5x BP)

Attack: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL 7	Luck Points	Threshold of Pain 20	Accumulated Building Points
Armor Worn Body: chainmail (damage reduction = 5) Shield: medium (+6 defense, absorbs 6 hp)		Fatigue Factor 0	
DAMAGE TRACKER -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1							Attack Bonus +4
-1					+2			Speed -1
	-1	+2				+2		Initiative +3
	+2				-5	+6		Defense +3
	+1							Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) +2 (2x BP) +3 (3x BP) +4 (4x BP) +5 (5x BP)

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

HIT POINTS: 46

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1							Attack Bonus +4
-1					+2			Rate of Fire +1
-1	+2				+2			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization: +1 (x BP) +2 (2x BP) +3 (3x BP) +4 (4x BP) +5 (5x BP)

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	65		

PROFICIENCIES

light, medium & heavy armor, shield, longsword, dagger,
Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin,
horseman's mace, lance

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious (*has "magic" charm to ptotect him/herself*)
Sterile

TALENTS & RACIAL ABILTIES	BENEFITS:
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
chainmail			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

Magic Items or Spell Component(s)	Effects/Notes
longsword +1	

SKILLS	Universal Skills		Mastery [†]		Law (Int)	
	Acting (Lks, Cha)	8	%	Listening (Wis)	10	%
	Animal Husbandry (Wis)	10	%	Observation (Wis)	10	%
	Animal Mimicry (Wis)	16	%	Oration (Cha)	8	%
	Boating (Wis)	13	%	Persuasion (Cha)	8	%
	Cartography* (Int)	0	%	Pick Pocket (Dex)	13	%
	Climbing/Rappelling (Str, Dex)	22	%	Reading Lips (Int)	9	%
	Current Affairs (Wis)	10	%	Recruiting (Cha)	27	%
	Diplomacy (Cha)	35	%	Resist Persuasion (Wis)	34	%
	Disguise (Int, Cha)	8	%	Rope Use (Dex)	19	%
	Distraction (Cha)	8	%	Salesmanship (Int, Wis, Cha)	8	%
	Escape Artist (Int, Dex)	9	%	Scrutiny (Wis)	15	%
	Fire-Building (Wis)	10	%	Seduction, Art of (Cha, Lks)	8	%
	Glean Info. (Int, Wis, Cha)	8	%	Skilled Liar (Cha)	8	%
	Hiding (Int, Dex)	9	%	Sneaking (Dex)	13	%
	Interrogation (Wis, Cha)	8	%	Survival (Wis, Con)	21	%
	Intimidation (Str, Cha)	17	%	Torture (Int)	9	%
	Jumping (Str)	13	%	Tracking (Wis)	10	%

Other Skills		Mastery
appraisal (arms & armor)	19	%
riding (equine)	34	%
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **6** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **56** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

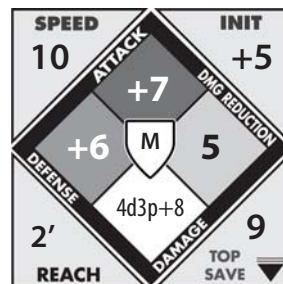
HackMaster

Character Record

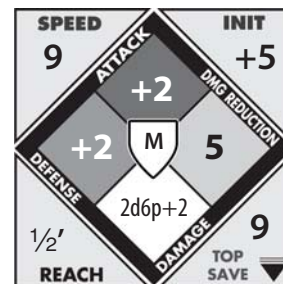
ABILITIES	14 / 56%	STR	DMG. MOD. +2	FEAT OF STR. +6	LIFT (LBS) 240 lb	CARRY (LBS) 84 lb	DRAG (LBS) 600 lb
	8 / 60%	INT	ATTACK MOD. -1				
	10 / 14%	WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 39%	DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 36%	CON					
	7 / 50%	LKS					
	9 / 15%	CHA					
	70	Honor	TURNING MOD.		HON WINDOW Average	HON PENALTY WINDOW ≤15	HONOR BONUSES OR PENALTIES: +1 to a die roll per session

EXPERIENCE	FOR NEXT LEVEL:
4850	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+6
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: chainmail (damage reduction = 5)
Shield: medium +1 (+ 7 defense, absorbs 7 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	-1	+2	+1				+2	Attack Bonus +7
-1		-2	-1		+2			Speed -2
-1	+4				+2			Initiative +5
	0	+3	+1		-5	+7		Defense +6
	+2	+3	+1				+2	Damage +8
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Notes:								

HIT POINTS: 51	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 6

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	-1							Attack Bonus +2
-1					+2			Speed +1
-1	+4				+2			Initiative +5
	0				-5	+7		Defense +2
	+2							Damage +2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'				
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes:								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	82		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
chainmail		standard rations (1 week)	
warhammer		mess kit	
whetstone		6 iron spikes	
50' hemp rope		wool blanket	
leather boots		light crossbow	
woolen trousers & tunic		quarrel case (hunting)	
linen undershirt		20 light bolts	
woolen cloak		chalk	
leather belt			
2 small belt pouches			
backpack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +2	
Medium Shield +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **6** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

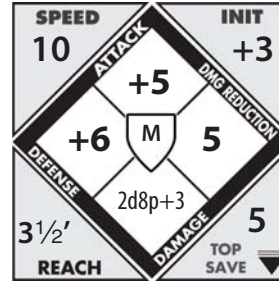
Patron God(s): **The True** (Anointed? Y N) Handedness: **Righty**

ABILITIES	10 / 78% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb		
	14 / 31% INT	ATTACK MOD.	+1								
	18 / 33% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3				
	10 / 27% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY		
	10 / 22% CON	PHYSICAL SAVING THROW BONUS									
	13 / 04% LKS										
	15 / 66% CHA	TURNING MOD.			+5	MORALE MOD.			+3		
	79 Honor	HON WINDOW	Great			HON PENALTY WINDOW	≤15				
Fame	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>										
CATEGORY OF FAME:											

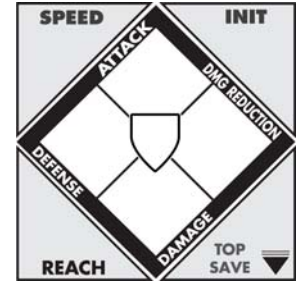
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
4850	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+11



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL	Luck Points	Threshold of Pain	Accumulated Building Points
8		15	

Armor Worn					
Body: chainmail	(damage reduction = 5)				
Shield: medium	(+6 defense, absorbs 6 hp)				
DAMAGE TRACKER	<table border="0"> <tr> <td>□□□□ □□□□ -1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>-2</td> <td>□□□□ □□□□ -3</td> </tr> </table>	□□□□ □□□□ -1	□□□□ □□□□	-2	□□□□ □□□□ -3
□□□□ □□□□ -1	□□□□ □□□□				
-2	□□□□ □□□□ -3				

Fatigue Factor
1

COMBAT PROFILE WITH MELEE WEAPON: <u>longsword</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	+1	+1	+1					Attack Bonus	+5
		-1	-1	+2				Speed	
	+1			+2				Initiative	+3
	+3	+1	+1	-5	+6			Defense	+6
	0	+2	+1					Damage	+3
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3.5'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: _____									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	
								Speed	
								Initiative	
								Damage	
Base Weapon RoF: _____		Base Weapon Damage: _____							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

HIT POINTS: 39			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○	_____					
JOURNEYMAN	○	_____					
1	○	Cure Trifling Wound					
2	○	Cure Trivial Wound, Bless					
3	○	Faith Weapon					
4	○	Kismet, Reveal Pits & Snares					
5	○	Hallowed Weapon					
6	○	Hold in Place, True Strike					
7	○	_____					
8	○	_____					
9	○	_____					
10	○	_____					
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
30% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)	_____

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	_____
Potion of Invisibility	_____

Mundane Item	Location	Mundane Item	Location
chainmail	_____	wineskin (2 quart cap.)	_____
medium shield	_____	trail rations (3 days)	_____
longsword	_____	divine icon	_____
dagger	_____	metal scroll case	_____
50' hemp rope	_____		_____
6 torches	_____		_____
flint & steel	_____		_____
leather boots	_____		_____
woolen trousers & tunic	_____		_____
linen undershirt	_____		_____
woolen cloak	_____		_____
leather belt	_____		_____
2 small belt pouches	_____		_____
backpack	_____		_____

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	32	%	Law (Int)	35	%
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34	%
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27	%
	Boating (Wis)	22	%	Oration (Cha)	15	%
	Cartography* (Int)	14	%	Persuasion (Cha)	15	%
	Current Affairs (Wis)	9	%	Pick Pocket (Dex)	9	%
	Climbing/Rappelling (Str, Dex)	18	%	Reading Lips (Int)	14	%
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15	%
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41	%
	Distraction (Cha)	35	%	Rope Use (Dex)	9	%
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14	%
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18	%
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13	%
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15	%
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9	%
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8	%
	Jumping (Str)	10	%	Torture (Int)	14	%
				Tracking (Wis)	18	%

Other Skills	Mastery	
Religion (Courts of Justice)	60	%
Divine Lore	49	%
History, Ancient	31	%
Riding (equine)	25	%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **6** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

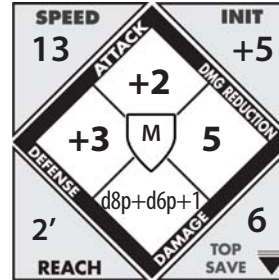
Patron God(s): **Caregiver** (Anointed? N Q) Handedness: **Righty**

ABILITIES	12 / 26% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 20% INT	ATTACK MOD.
	13 / 72% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 14% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 42% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	15 / 07% CHA	TURNING MOD. +5 MORALE MOD. +3
76	HON WINDOW Great HON PENALTY WINDOW ≤13	
Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

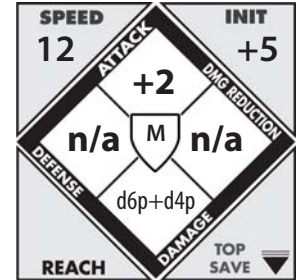
Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE 4850	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
----------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References
Observation Check: -20
Listening Check: 6
Feat of Strength: d20p+1
Turn Undead: d20p+11



combat profile for mace



combat profile for sling

PREVIOUS HIT POINT ROLL
7



Threshold of Pain
16

Accumulated Building Points
3

Armor Worn
Body: chainmail (damage reduction = 5)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER
-2

Fatigue Factor
2

COMBAT PROFILE WITH MELEE WEAPON: <u>mace</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2								Attack Bonus	+2
					+2			Speed	+2
	+3				+2			Initiative	+5
	+1		+1		-5	+6		Defense	+3
	+1							Damage	+1
Base Weapon Speed: 11		Base Weapon Damage: d8p+d6p		Reach: 2'					
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes:									

COMBAT PROFILE WITH MISSILE WEAPON: <u>sling</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2								Attack Bonus	+2
					+2			Speed	+2
	+3				+2			Initiative	+5
								Damage	
Base Weapon RoF: 10		Base Weapon Damage: d6p+d4p							
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

HIT POINTS: 44	
POINTS DAYS TO HEAL	
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/> Cure Light Wound						
5	<input type="radio"/> Blessing						
6	<input type="radio"/> Holy Blessing						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
HUNDREDS	□□□□ □□□□ □						
TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○						
SINGLES	□□□□ □□□□						
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	
Charm Resistant	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
staff		divine icon	
mace		Metal Scroll Case	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	
Scroll: Cure Small Wound, Endure Heat, Imperceptibility to Undead, Pepper Spray, Divine Steward	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	6 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-28 (7)	%	Pick Pocket (Dex)	-53 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-43 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
			Tracking (Wis)	13	

Other Skills	Mastery
Religion (Church of Everlasting Hope)	52
First Aid	53
Cooking/Baking	42
Divine Lore	35
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **6** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

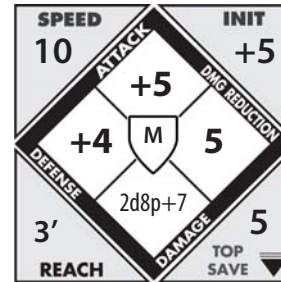
Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

ABILITIES	15 / 65% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 21% INT	ATTACK MOD.
	13 / 41% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 12% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 28% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 43% CHA	TURNING MOD. n/a MORALE MOD. +1
76	HON WINDOW Great HON PENALTY WINDOW ≤15	
Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

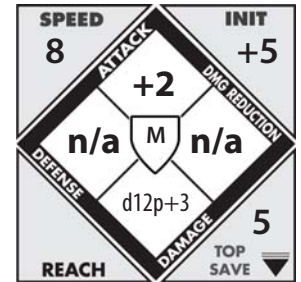
Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE 4850	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
----------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References	
Observation Check:	13
Listening Check:	03
Feat of Strength:	d20p+8
Turn Undead:	no



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL 8	Luck Points 	Threshold of Pain 15	Accumulated Building Points 5
-------------------------------------	------------------------	--------------------------------	-----------------------------------------

Armor Worn	
Body: chainmail _____ (damage reduction = 5)	Shield: medium _____ (+ 6 defense, absorbs 6 hp)
DAMAGE TRACKER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor 3

COMBAT PROFILE WITH MELEE WEAPON: scimitar +2									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0	+1					+2	Attack Bonus	+5
		-1			+2			Speed	+1
	+3				+2			Initiative	+5
	+1	+1	+1		-5	+6		Defense	+4
	+3	+1	+1				+2	Damage	+7
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: javelin									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0							Attack Bonus	+2
					+1			Speed	+1
	+3				+2			Initiative	+5
	+3							Damage	+3
Base Weapon RoF: 7		Base Weapon Damage: d12p							
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 41			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trifling Wound						
2	<input type="radio"/> Cure Trivial Wound, Innocuousness						
3	<input type="radio"/> Springing						
4	<input type="radio"/> Wall Walk						
5	<input type="radio"/> Cure Light Wound						
6	<input type="radio"/> Hold in Place						
7	<input type="radio"/>						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
HUNDREDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
TENS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
SINGLES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Damage Bonus, Parry Bonus (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
knife		divine icon	
50' hemp rope		Quiver, javelins	
knife		4 javelins	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +2	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
				Tracking (Wis)	24

Other Skills	Mastery
Religion (Face of the Free)	44
Animal Training (dogs)	18
First Aid	33
Divine Lore	26
Lock Picking	-7 (18)

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+3 Save Bonus vs. Spells	
Parry Bonus (staff)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink		spell components	
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	
Wand of Summoning (4 charges)	
Scroll: Enfeeble, Memory Wipe (lesser)	

SKILLS	Universal Skills	Mastery [†]	Law (Int)	13 %
	Acting (Lks, Cha)	11 %	Listening (Wis)	22 %
	Animal Husbandry (Wis)	21 %	Observation (Wis)	20 %
	Animal Mimicry (Wis)	9 %	Oration (Cha)	13 %
	Boating (Wis)	9 %	Persuasion (Cha)	13 %
	Cartography* (Int)	13 %	Pick Pocket (Dex)	11 %
	Climbing/Rappelling (Str, Dex)	5 %	Reading Lips (Int)	13 %
	Current Affairs (Wis)	9 %	Recruiting (Cha)	13 %
	Diplomacy (Cha)	13 %	Resist Persuasion (Wis)	14 %
	Disguise (Int, Cha)	13 %	Rope Use (Dex)	11 %
	Distraction (Cha)	13 %	Salesmanship (Int, Wis, Cha)	19 %
	Escape Artist (Int, Dex)	11 %	Scrutiny (Wis)	19 %
	Fire-Building (Wis)	17 %	Seduction, Art of (Cha, Lks)	11 %
	Glean Info. (Int, Wis, Cha)	19 %	Skilled Liar (Cha)	13 %
	Hiding (Int, Dex)	11 %	Sneaking (Dex)	11 %
	Interrogation (Wis, Cha)	9 %	Survival (Wis, Con)	9 %
	Intimidation (Str, Cha)	5 %	Torture (Int)	13 %
	Jumping (Str)	5 %	Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	44 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	_____
Hard of Hearing	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	_____
Elves gain +50 Hiding bonus in natural terrain	_____
Parry Bonus (short sword)	_____
Crack Shot (short bow)	_____
+3 save bonus vs. spells	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	_____
	_____	_____
	_____	_____

Mundane Item	Location	Mundane Item	Location
thick robes	_____	woolen cloak	_____
2 short swords	_____	leather belt	_____
dagger	_____	2 small belt pouches	_____
short bow	_____	backpack	_____
quiver, hunting	_____	wineskin (2 quart cap.)	_____
12 arrows	_____	trail rations (3 days)	_____
miner's lantern	_____	wool blanket	_____
1 pint lamp oil	_____	spell book	_____
flint & steel	_____	<i>spell components</i>	_____
4 pages vellum	_____		_____
4 quills	_____		_____
2 oz. black ink	_____		_____
leather boots	_____		_____
woolen trousers & tunic	_____		_____
linen undershirt	_____		_____

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	_____
Scroll: Scorch	_____
Potion of Giantism	_____
Potion of Water Breathing	_____

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	9	%	Law (Int)	16
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20
	Boating (Wis)	15	%	Oration (Cha)	9
	Cartography* (Int)	24	%	Persuasion (Cha)	9
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22
	Distraction (Cha)	9	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5
	Jumping (Str)	15	%	Torture (Int)	16
			Tracking (Wis)	15	

Other Skills	Mastery
arcane lore	58
history, ancient	37

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

HackMaster

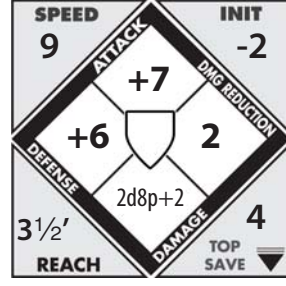
Character Record

Character: _____ Class: **Thief** Level: **6** Alignment: _____
 Race: **Human** Sex: _____ Age: **18** Height: _____ Weight: _____ Hair: _____ Eyes: _____
 Patron God(s): _____ (Anointed? Handedness: **Righty**

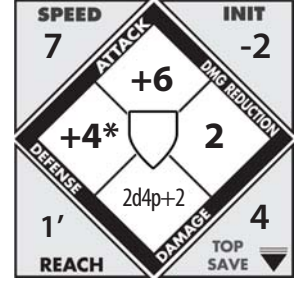
EXPERIENCE 4850	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
----------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References Observation Check: 27 Listening Check: 24 Feat of Strength: d20p+1 Turn Undead:

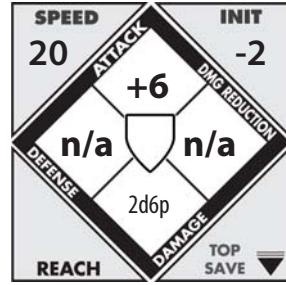
ABILITIES	12 / 47% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	15 / 40% INT	ATTACK MOD. +2
	10 / 15% WIS	INIT MOD. +2 DEFENSE MOD. 0 MENTAL SAVING THROW BONUS
	16 / 03% DEX	INIT MOD. -2 ATTACK MOD. +3 DEFENSE MOD. +4 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +9
	8 / 10% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 76% LKS	
	12 / 31% CHA	TURNING MOD. n/a MORALE MOD. +1
	73 Honor	HON WINDOW Great HON PENALTY WINDOW ≤15 1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	



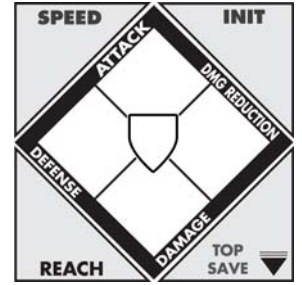
longsword+dagger



dagger (roll d20-4 for DEF)



lt. crossbow



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+5	+1						Attack Bonus +7
		-1						Speed -1
-2	0							Initiative -2
	+4	+1 (+1)	+1 (+1)		-2			Defense +4
	+1	+1						Damage +2
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'				
Specialization		+1	+2	+3	+4	+5		
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: 2 weapon style, secondary defense								

PREVIOUS HIT POINT ROLL 5	Luck Points 26	Threshold of Pain 13	Accumulated Building Points 2
Armor Worn Body: leather (damage reduction = 2) Shield: _____ (+ ____ defense, absorbs ____ hp) DAMAGE TRACKER -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			Fatigue Factor 1

COMBAT PROFILE WITH MELEE WEAPON #2: dagger								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+5							Attack Bonus +6
								Speed 0
-2	0							Initiative -2
	+4	+1	+1		-2			Defense +4
	+1	+1						Damage +2
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'				
Specialization		+1	+2	+3	+4	+5		
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes:								

HIT POINTS: 35
POINTS DAYS TO HEAL POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 60	d20p
61-100	d20p-4
101-140	d20p-6
141-180	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: lt. crossbow								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+5							Attack Bonus +6
								Rate of Fire 0
-2	0							Initiative -2
	+1*							Damage 0
Base Weapon RoF: 20		Base Weapon Damage: 2d6p						
Specialization		+1	+2	+3	+4	+5		
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	58	27	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS: 100 sp, 50 sp

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 2 die type lower)	
Rearward Strike (bypass 3 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	
Wand of Flowers (27 charges)	
Potion of Healing	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
longsword			knapsack		
dagger			wineskin (2 quart cap.)		
knife			trail rations (3 days)		
thieves' tools			sheet of vellum		
50' silk rope			quill		
6 torches			1 oz. ink		
flint & steel			light crossbow		
2 large canvas sacks			hunting quarrel case		
leather boots			20 bolts		
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	37 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	56 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	55 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	33 %
gambling	21 %
lock picking	74 %
ID trap	30 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **6** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

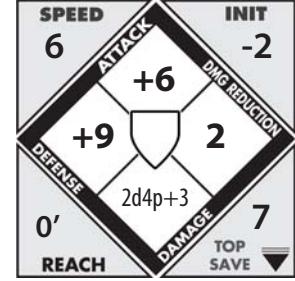
HackMaster

Character Record

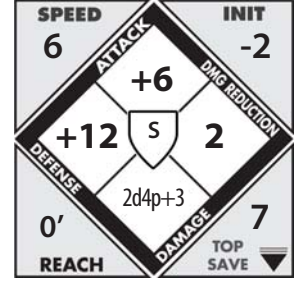
EXPERIENCE	FOR NEXT LEVEL:
4850	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References	
Observation Check:	47
Listening Check:	46
Feat of Strength:	d20p-3
Turn Undead:	

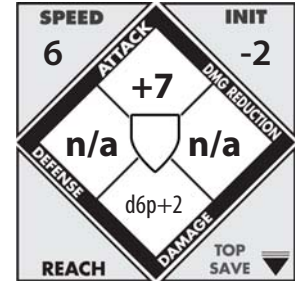
ABILITIES	8 / 36%	STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 166 lb CARRY (LBS) 20 lb DRAG (LBS) 415 lb
	12 / 44%	INT	ATTACK MOD. +1
	12 / 76%	WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 67%	DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +6
	14 / 05%	CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89%	LKS	
	10 / 62%	CHA	TURNING MOD. n/a MORALE MOD. 0
	74	Honor	HON WINDOW Great HON PENALTY WINDOW ≤15 <i>1 mulligan per session</i> HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame		CATEGORY OF FAME: Morale: ●Hero ○Fearless ○Brave ○Steady ○Nervous ○Cowardly	



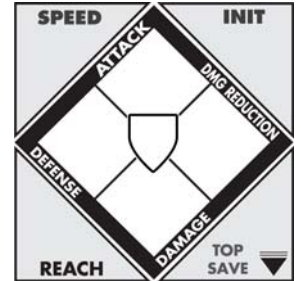
dagger+dagger



dagger (with shield)



throwing knife +2



COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-2	0							Initiative -2
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense +9
	-1	+2	+1				+1	Damage +3
Base Weapon Speed: <u>7</u>		Base Weapon Damage: <u>2d4p</u>		Reach: <u>1'</u>				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: 2 weapon style, secondary defense								

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-2	0							Initiative -2
	+3	+1	+1	+4	-2	+5		Defense +12
	-1	+2	+1				+1	Damage +3
Base Weapon Speed: <u>7</u>		Base Weapon Damage: <u>2d4p</u>		Reach: <u>1'</u>				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: using shield								

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

PREVIOUS HIT POINT ROLL 6	Luck Points 26	Threshold of Pain 13	Accumulated Building Points 2
Armor Worn Body: leather (damage reduction = <u>2</u>) Shield: small +1 (+ <u>5</u> defense, absorbs <u>5</u> hp)		Fatigue Factor -2	
DAMAGE TRACKER -2			

HIT POINTS: 35

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+2	Attack Bonus +7
								Rate of Fire 0
-2	0							Initiative -2
	-1	+1					+2	Damage +2
Base Weapon RoF: <u>7</u>		Base Weapon Damage: <u>d6p</u>						
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Rate of Fire	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 3 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
small shield +1	
dagger +1	
throwing knife +2	
minor healing potion	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	35 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	32 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	41 (01) %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	46 %
Observation (Wis)	47 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 (-18) %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	26 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	70 (30) %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	39 %
disarm trap	41 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %
(with shield)	

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **7** Alignment: **Lawful**

Race: **Human** Sex: _____ Age: **21** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

ABILITIES	13 / 75% STR	DMG. MOD. +1 FEAT OF STR. +4 LIFT (LBS) 230 lb CARRY (LBS) 71 lb DRAG (LBS) 575 lb
	10 / 19% INT	ATTACK MOD. 0
	10 / 50% WIS	INIT MOD. +2 DEFENSE MOD. MENTAL SAVING THROW BONUS
	13 / 83% DEX	INIT MOD. 0 ATTACK MOD. +1 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +4
	14 / 55% CON	PHYSICAL SAVING THROW BONUS +1
	8 / 69% LKS	
	10 / 54% CHA	TURNING MOD. n/a MORALE MOD. 0
87	HON WINDOW Great HON PENALTY WINDOW ≤17	
Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

EXPERIENCE 6600

FOR NEXT LEVEL:
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400
6TH = 4850
7TH = 6600
8TH = 8700
9TH = 11,200
10TH = 14,150

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn Undead:

combat profile for: longsword

SPEED 9 ATTACK +7 INIT +3
 DEFENSE +5 M 6 DMG REDUCTION
 REACH 3 1/2' DAMAGE 2d8p+4 TOP SAVE 7

combat profile for: dagger

SPEED 8 ATTACK +4 INIT +3
 DEFENSE +3 M 6 DMG REDUCTION
 REACH 1' DAMAGE 2d4p+1 TOP SAVE 7

combat profile for: javelin

SPEED 8 ATTACK +4 INIT +3
 DEFENSE n/a M n/a DMG REDUCTION
 REACH n/a DAMAGE d12p+1 TOP SAVE n/a

combat profile for: horseman's mace

SPEED 11 ATTACK +4 INIT +3
 DEFENSE +3 M 6 DMG REDUCTION
 REACH 1 1/2' DAMAGE 2d6p+1 TOP SAVE 7

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1	+2					+1	Attack Bonus +7
-1		-2			+2			Speed -1
-1	+2				+2			Initiative +3
	+2	+2			-5	+6		Defense +5
	+1	+2					+1	Damage +4

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization +1 +2 +3 +4 +5
 Attack ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Speed ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Defense ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL
2

Luck Points



Threshold of Pain 22


Accumulated Building Points

Armor Worn

Body: **splint mail** (damage reduction = 6)
 Shield: **medium** (+6 defense, absorbs 6 hp)

DAMAGE TRACKER
 -2 -1 -3

Fatigue Factor 0



COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1							Attack Bonus +4
-1					+2			Speed -1
	-1	+2				+2		Initiative +3
	+2				-5	+6		Defense +3
	+1							Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5
 Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

HIT POINTS: 48

	POINTS	DAYS TO HEAL		POINTS	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1							Attack Bonus +4
-1					+2			Rate of Fire +1
-1	+2				+2			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization +1 +2 +3 +4 +5
 Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Rate of Fire ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1							Attack Bonus +4
-1					+2			Rate of Fire +1
-1	+2				+2			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization +1 +2 +3 +4 +5
 Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Rate of Fire ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)
 Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	65		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin, horseman's mace, lance

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious (<i>has "magic" charm to protect him/herself</i>)
Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes
longsword +1	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
splint mail			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	35 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	17 %
	Jumping (Str)	13 %

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	27 %
Resist Persuasion (Wis)	34 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	48 %
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **7** Alignment: _____

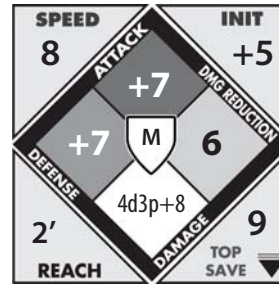
Race: **Dwarf** Gender: _____ Age: **56** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

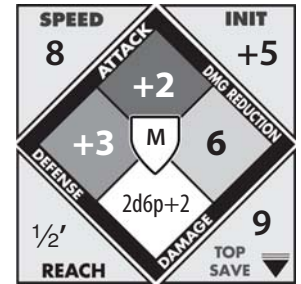
ABILITIES	14 / 59% STR	DMG. MOD. +2	FEAT OF STR. +6	LIFT (LBS) 240 lb	CARRY (LBS) 84 lb	DRAG (LBS) 600 lb
	8 / 64% INT	ATTACK MOD. -1				
	10 / 19% WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 57% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 44% CON					
	7 / 50% LKS					
	9 / 27% CHA					
83	TURNING MOD.					
Honor	HON WINDOW Great		HON PENALTY WINDOW ≤17			
	1 mulligan per session					
	HONOR BONUSES OR PENALTIES: +1 to a die roll per session					

EXPERIENCE	FOR NEXT LEVEL:
6600	8TH = 8700
	9TH = 11,200
	10TH = 14,150
	11TH = 17,600

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+6
Turn/Cmd Undead:



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: banded mail (damage reduction = 6)
Shield: medium +1 (+ 7 defense, absorbs 7 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	-1	+2	+1				+2	Attack Bonus +7
-1		-3	-1		+1			Speed -4
-1	+4				+2			Initiative +5
	0	+3	+1		-4	+7		Defense +7
	+2	+3	+1				+2	Damage +8
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

HIT POINTS: 60	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 9

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: warhammer								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	-1							Attack Bonus +2
-1					+1			Speed
-1	+4				+2			Initiative +5
	0				-4	+7		Defense +3
	+2							Damage +2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1 1/2'				
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	32		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, Hiking/Roadmarching,
Laborer

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +2	
Medium Shield +1	

Mundane Item	Location	Mundane Item	Location
banded mail		standard rations (1 week)	
warhammer		mess kit	
whetstone		6 iron spikes	
50' hemp rope		wool blanket	
leather boots		light crossbow	
woolen trousers & tunic		quarrel case (hunting)	
linen undershirt		20 light bolts	
woolen cloak		chalk	
leather belt			
2 small belt pouches			
backpack			
wineskin (2 quart cap.)			
trail rations (3 days)			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **7** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The True** (Anointed? N Q) Handedness: **Righty**

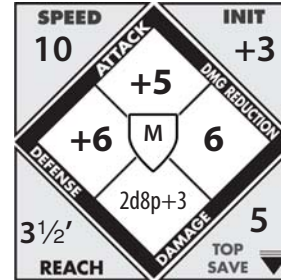
ABILITIES	10 / 87% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS) 200 lb	CARRY (LBS) 45 lb	DRAG (LBS) 500 lb
	14 / 32% INT	ATTACK MOD. +1				
	18 / 38% WIS	INIT MOD. -1	DEFENSE MOD. +3	MENTAL SAVING THROW BONUS +3		
	10 / 29% DEX	INIT MOD. +2	ATTACK MOD. 0	DEFENSE MOD. 0	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	10 / 31% CON	PHYSICAL SAVING THROW BONUS				
	13 / 04% LKS					
	15 / 72% CHA	TURNING MOD. +5		MORALE MOD. +3		
91	HON WINDOW Great	HON PENALTY WINDOW ≤17				
Honor	HONOR BONUSES OR PENALTIES: 1 mulligan per session +1 to a die roll per session					
Fame	CATEGORY OF FAME:					

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

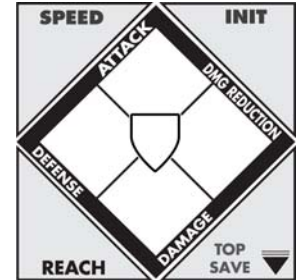
EXPERIENCE	FOR NEXT LEVEL:
6600	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+12



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL	Luck Points	Threshold of Pain	Accumulated Building Points
4		16	3

Armor Worn	
Body: splint mail (damage reduction = 6)	
Shield: medium (+ 6 defense, absorbs 6 hp)	
DAMAGE TRACKER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor
1

COMBAT PROFILE WITH MELEE WEAPON: longsword

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1	+1	+1					Attack Bonus +5
		-1	-1	+2				Speed
	+1			+2				Initiative +3
	+3	+1	+1	-5	+6			Defense +6
	0	+2	+1					Damage +3

Base Weapon Speed: **10** Base Weapon Damage: **2d8p** Reach: **3.5'**

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

HIT POINTS: 43

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Bless						
3	○ Faith Weapon						
4	○ Kismet, Reveal Pits & Snares						
5	○ Hallowed Weapon						
6	○ Hold in Place, True Strike						
7	○ Cure Middling Wound, Sanctify Weaponry						
8	○						
9	○						
10	○						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TENS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SINGLES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
35% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)	_____

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	_____
Potion of Invisibility	_____

Mundane Item	Location	Mundane Item	Location
splint mail	_____	wineskin (2 quart cap.)	_____
medium shield	_____	trail rations (3 days)	_____
longsword	_____	divine icon	_____
dagger	_____	metal scroll case	_____
50' hemp rope	_____		_____
6 torches	_____		_____
flint & steel	_____		_____
leather boots	_____		_____
woolen trousers & tunic	_____		_____
linen undershirt	_____		_____
woolen cloak	_____		_____
leather belt	_____		_____
2 small belt pouches	_____		_____
backpack	_____		_____

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Law (Int)	35
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27
	Boating (Wis)	22	%	Oration (Cha)	15
	Cartography* (Int)	14	%	Persuasion (Cha)	15
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8
	Jumping (Str)	10	%	Torture (Int)	14
				Tracking (Wis)	18

Other Skills	Mastery
Religion (Courts of Justice)	65
Divine Lore	53
History, Ancient	31
Riding (equine)	25
First Aid	47

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **7** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? N Q) Handedness: **Righty**

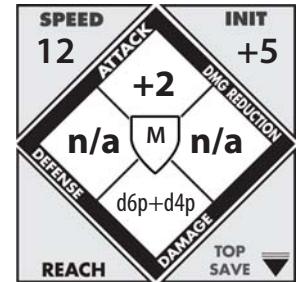
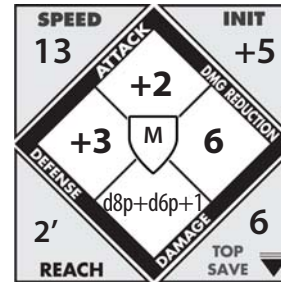
ABILITIES	12 / 31% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 26% INT	ATTACK MOD.
	13 / 80% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	11 / 18% DEX	INIT MOD. +2 ATTACK MOD. 0 DEFENSE MOD. 0 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY 0
	13 / 43% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	15 / 18% CHA	TURNING MOD. +5 MORALE MOD. +3
89	HON WINDOW Great HON PENALTY WINDOW ≤17	
Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	
Fame	CATEGORY OF FAME:	

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE	FOR NEXT LEVEL:
6600	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

Observation Check: -20
Listening Check: 1
Feat of Strength: d20p+1
Turn Undead: d20p+12



PREVIOUS HIT POINT ROLL
5

Luck Points

Threshold of Pain
19

Accumulated Building Points

Armor Worn

Body: splint mail (damage reduction = 6)
 Shield: medium (+6 defense, absorbs 6 hp)

DAMAGE TRACKER
 -2 -1
 -3

Fatigue Factor

2

COMBAT PROFILE WITH MELEE WEAPON: mace

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2								Attack Bonus +2
					+2			Speed +2
	+3				+2			Initiative +5
	+1		+1		-5	+6		Defense +3
	+1							Damage +1

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2								Attack Bonus +2
					+2			Speed +2
	+3				+2			Initiative +5
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
 61': -2 Attack
 81': -3 Attack
 101': -4 Attack
 121': -5 Attack
 141': -6 Attack

HIT POINTS: 49

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trivial Wound						
2	<input type="radio"/> Cure Minor Wound, Bless						
3	<input type="radio"/> Safe Haven						
4	<input type="radio"/> Cure Light Wound						
5	<input type="radio"/> Blessing						
6	<input type="radio"/> Holy Blessing						
7	<input type="radio"/> Cure Moderate Wound						
8	<input type="radio"/>						
9	<input type="radio"/>						
10	<input type="radio"/>						

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	
Charm Resistant	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
splint mail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
staff		divine icon	
mace		Metal Scroll Case	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	
Scroll: Cure Small Wound, Endure Heat, Imperceptibility to Undead, Pepper Spray, Divine Steward	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	1 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-43 (7)	%	Pick Pocket (Dex)	-58 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-63 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
			Tracking (Wis)	13	

Other Skills	Mastery
Religion (Church of Everlasting Hope)	57
First Aid	53
Cooking/Baking	42
Divine Lore	36
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **7** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

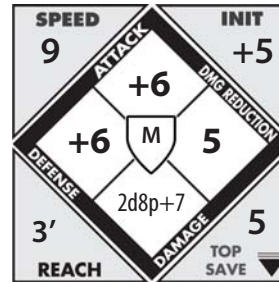
Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

ABILITIES	15 / 74% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 27% INT	ATTACK MOD.
	13 / 52% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 16% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 30% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 47% CHA	TURNING MOD. n/a MORALE MOD. +1
	88	HON WINDOW Great HON PENALTY WINDOW ≤17
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	

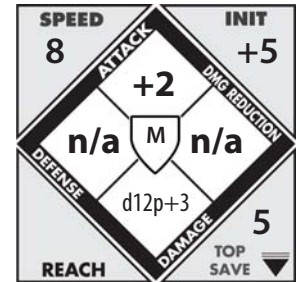
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
6600	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References	
Observation Check:	13
Listening Check:	03
Feat of Strength:	d20p+8
Turn Undead:	no



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL 1	Luck Points 	Threshold of Pain 16	Accumulated Building Points
-------------------------------------	------------------------	--------------------------------	------------------------------------

Armor Worn	
Body: chainmail (damage reduction = 5)	Shield: medium +2 (+8 defense, absorbs 8 hp)
DAMAGE TRACKER	
-2	-3

Fatigue Factor 3

COMBAT PROFILE WITH MELEE WEAPON: <u>scimitar +2</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0	+1	+1				+2	Attack Bonus	+6
		-1	-1	+2				Speed	0
	+3			+2				Initiative	+5
	+1	+1	+1	-5	+8			Defense	+6
	+3	+1	+1			+2		Damage	+7
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: <u>javelin</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0							Attack Bonus	+2
				+1				Speed	+1
	+3			+2				Initiative	+5
	+3							Damage	+3
Base Weapon RoF: 7		Base Weapon Damage: d12p							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 42			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Innocuousness						
3	○ Springing						
4	○ Wall Walk						
5	○ Cure Light Wound						
6	○ Hold in Place						
7	○ Sanctify Weaponry						
8	○						
9	○						
10	○						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
TENS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
SINGLES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
knife		trail rations (3 days)	
50' hemp rope		divine icon	
knife		Quiver, javelins	
leather boots		4 javelins	
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +2	
Medium Shield +2	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	12
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
				Tracking (Wis)	24

Other Skills	Mastery
Religion (Face of the Free)	49
Animal Training (dogs)	18
First Aid	33
Divine Lore	27
Lock Picking	-2 (23)

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	_____
Flatulence	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

TALENTS & RACIAL ABILITIES	BENEFITS:
+3 Save Bonus vs. Spells	_____
Parry Bonus (staff)	_____
Mitigate Spell Fatigue	_____
Illusion Resistant	_____

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	_____
Wand of Summoning (4 charges)	_____
Scroll: Enfeeble, Memory Wipe (lesser)	_____
Scroll: Bottomless Pouch, Transmogrify, Entrancing Lightshow	_____
Staff +1	_____

Mundane Item	Location	Mundane Item	Location
thick robes	_____	woolen trousers & tunic	_____
dagger	_____	linen undershirt	_____
staff	_____	woolen cloak	_____
light crossbow	_____	leather belt	_____
quarrel case (hunting)	_____	2 small belt pouches	_____
20 bolts	_____	knapsack	_____
10 candles	_____	wineskin (2 quart cap.)	_____
6 torches	_____	trail rations (3 days)	_____
flint & steel	_____	standard rations (1 week)	_____
10 pages vellum	_____	signal whistle	_____
2 metal scroll cases	_____	wool blanket	_____
4 quills	_____	chalk	_____
6 oz. black ink	_____	<i>spell components</i>	_____
brass signal mirror	_____		_____
leather boots	_____		_____

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	13 %
	Animal Husbandry (Wis)	21	%	Listening (Wis)	22 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	20 %
	Boating (Wis)	9	%	Oration (Cha)	13 %
	Cartography* (Int)	13	%	Persuasion (Cha)	13 %
	Climbing/Rappelling (Str, Dex)	5	%	Pick Pocket (Dex)	11 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	13 %
	Diplomacy (Cha)	13	%	Recruiting (Cha)	13 %
	Disguise (Int, Cha)	13	%	Resist Persuasion (Wis)	14 %
	Distraction (Cha)	13	%	Rope Use (Dex)	11 %
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	19 %
	Fire-Building (Wis)	17	%	Scrutiny (Wis)	19 %
	Glean Info. (Int, Wis, Cha)	19	%	Seduction, Art of (Cha, Lks)	11 %
	Hiding (Int, Dex)	11	%	Skilled Liar (Cha)	13 %
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	11 %
	Intimidation (Str, Cha)	5	%	Survival (Wis, Con)	9 %
	Jumping (Str)	5	%	Torture (Int)	13 %
				Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	45 %
cooking/baking	19 %
reading lips	20 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+3 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		spell book	
flint & steel		<i>spell components</i>	
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	
Potion of Giantism	
Potion of Water Breathing	
Wand of Summoning (14 charges)	

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	9	%	Law (Int)	16	%
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7	%
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20	%
	Boating (Wis)	15	%	Oration (Cha)	9	%
	Cartography* (Int)	34	%	Persuasion (Cha)	9	%
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11	%
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16	%
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9	%
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22	%
	Distraction (Cha)	9	%	Rope Use (Dex)	11	%
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27	%
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20	%
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9	%
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9	%
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16	%
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5	%
	Jumping (Str)	15	%	Torture (Int)	16	%
			Tracking (Wis)	15	%	

Other Skills	Mastery	
arcane lore	61	%
history, ancient	37	%
		%
		%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **7** Alignment: _____

Race: **Human** Sex: _____ Age: **18** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

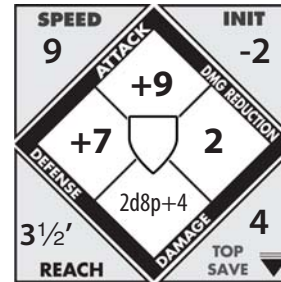
HackMaster

Character Record

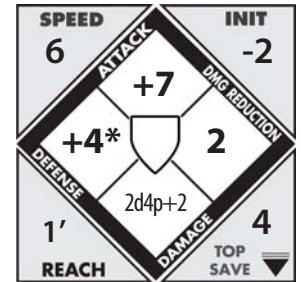
ABILITIES	12 / 56% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	15 / 49% INT	ATTACK MOD. +2
	10 / 20% WIS	INIT MOD. +2 DEFENSE MOD. 0 MENTAL SAVING THROW BONUS
	16 / 04% DEX	INIT MOD. -2 ATTACK MOD. +3 DEFENSE MOD. +4 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +9
	8 / 12% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 76% LKS	
	12 / 32% CHA	TURNING MOD. n/a MORALE MOD. +1
	85 Honor	HON WINDOW Great HON PENALTY WINDOW ≤17 HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

EXPERIENCE	FOR NEXT LEVEL:
6600	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

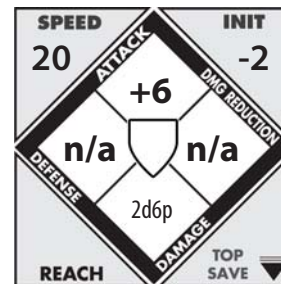
Quick References
Observation Check: 27
Listening Check: 27
Feat of Strength: d20p+1
Turn Undead:



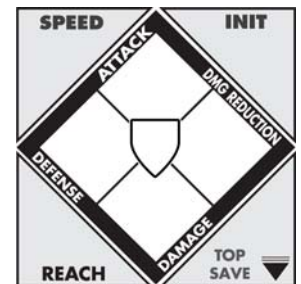
longsword+dagger



dagger (roll d20-4 for DEF)



lt. Crossbow



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+2 (+dagger)									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+5	+1					+2	Attack Bonus	+9
		-1						Speed	-1
-2	0							Initiative	-2
	+4	+2 (+1)	+1 (+1)		-2			Defense	+7
	+1	+1					+2	Damage	+4
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'					
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: 2 weapon style, secondary defense									

PREVIOUS HIT POINT ROLL 6	Luck Points 27	Threshold of Pain 16	Accumulated Building Points 5
Armor Worn Body: leather (damage reduction = 2) Shield: _____ (+ ___ defense, absorbs ___ hp)			Fatigue Factor 1
DAMAGE TRACKER -2			

COMBAT PROFILE WITH MELEE WEAPON #2: dagger									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+5	+1						Attack Bonus	+7
		-1						Speed	-1
-2	0							Initiative	-2
	+4	+1	+1		-2			Defense	+4
	+1	+1						Damage	+2
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'					
Specialization		+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes:									

HIT POINTS: 41
POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 60	d20p
61-100	d20p-4
101-140	d20p-6
141-180	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: lt. crossbow									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+1	+5							Attack Bonus	+6
								Rate of Fire	0
-2	0							Initiative	-2
	+1*							Damage	0
Base Weapon RoF: 20		Base Weapon Damage: 2d6p							
Specialization		+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	58	27	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow

GEMS: 100 sp, 50 sp

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 2 die type lower)	
Rearward Strike (bypass 3 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	
Wand of Flowers (27 charges)	
Potion of Healing	
Longsword +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
dagger			knapsack		
knife			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
50' silk rope			sheet of vellum		
6 torches			quill		
flint & steel			1 oz. ink		
2 large canvas sacks			light crossbow		
leather boots			hunting quarrel case		
woolen trousers & tunic			20 bolts		
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	44 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	56 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	27 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	55 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	36 %
gambling	21 %
lock picking	74 %
ID trap	36 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **7** Alignment: _____

Race: **Halfling** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
6600	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 47
Listening Check: 53
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 40% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 166 lb CARRY (LBS) 20 lb DRAG (LBS) 415 lb
	12 / 53% INT	ATTACK MOD. +1
	12 / 78% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS
	14 / 70% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +6
	14 / 11% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	10 / 70% CHA	TURNING MOD. n/a MORALE MOD. 0
	87 Honor	HON WINDOW Great HON PENALTY WINDOW ≤17 <i>1 mulligan per session</i> HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

SPEED	INIT
6	-2
ATTACK	DMG REDUCTION
+6	2
DEFENSE	DAMAGE
+11	7
REACH	TOP SAVE
0'	▼

dagger+dagger

SPEED	INIT
ATTACK	DMG REDUCTION
DEFENSE	DAMAGE
REACH	TOP SAVE
	▼

SPEED	INIT
6	-2
ATTACK	DMG REDUCTION
+7	n/a
DEFENSE	DAMAGE
n/a	d6p+2
REACH	TOP SAVE
	▼

throwing knife +2

SPEED	INIT
ATTACK	DMG REDUCTION
DEFENSE	DAMAGE
REACH	TOP SAVE
	▼

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+1	Attack Bonus +6
		-1						Speed -1
-2	0							Initiative -2
	+3	+2 (+2)	+1 (+1)	+4	-2			Defense +11
	-1	+2	+1				+1	Damage +3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: 2 weapon style, secondary defense

PREVIOUS HIT POINT ROLL
6

Luck Points
27

Threshold of Pain
16

Accumulated Building Points
5

Armor Worn
Body: leather (damage reduction = 2)
Shield: _____ (+ ___ defense, absorbs ___ hp)
DAMAGE TRACKER
-2

Fatigue Factor
-2

COMBAT PROFILE WITH MELEE WEAPON #2:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization +1 +2 +3 +4 +5

Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes:

HIT POINTS: 41
POINTS DAYS TO HEAL
Wound #1 Wound #6
Wound #2 Wound #7
Wound #3 Wound #8
Wound #4 Wound #9
Wound #5 Wound #10

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1					+2	Attack Bonus +7
								Rate of Fire 0
-2	0							Initiative -2
	-1	+1					+2	Damage +2

Base Weapon RoF: 7 Base Weapon Damage: d6p

Specialization +1 +2 +3 +4 +5

Attack ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 3 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
dagger +1	
throwing knife +2	
minor healing potion	
healing potion	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	35 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	32 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	46 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	53 %
Observation (Wis)	47 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	26 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	75 %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	45 %
disarm trap	41 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **8** Alignment: **Lawful**

Race: **Human** Sex: _____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

HackMaster

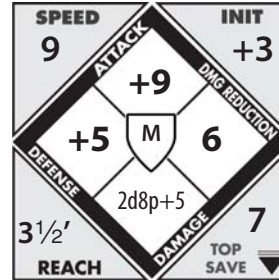
Character Record

ABILITIES	13 / 78% STR	DMG. MOD. +1	FEAT OF STR. +4	LIFT (LBS) 230 lb	CARRY (LBS) 71 lb	DRAG (LBS) 575 lb
	10 / 22% INT	ATTACK MOD. 0				
	10 / 53% WIS	INIT MOD. +2	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
	13 / 84% DEX	INIT MOD. 0	ATTACK MOD. +1	DEFENSE MOD. +2	DODGE SAVING THROW BONUS +1	FEAT OF AGILITY +4
	14 / 61% CON	PHYSICAL SAVING THROW BONUS +1				
	8 / 69% LKS					
	11 / 15% CHA	TURNING MOD. n/a	MORALE MOD. 0			
	100 Honor	HON WINDOW Great	HON PENALTY WINDOW ≤19	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session		
Fame	CATEGORY OF FAME:					

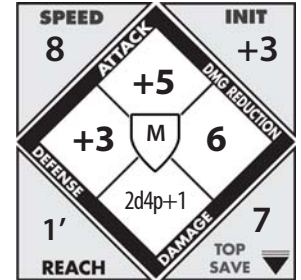
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
8700	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

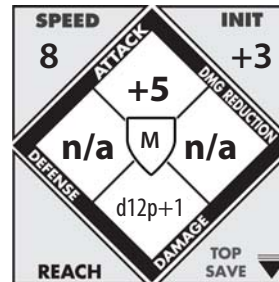
Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn Undead:



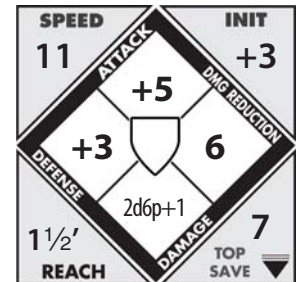
combat profile for: longsword



combat profile for: dagger



combat profile for: javelin



combat profile for: horseman's mace

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+1	+2					+2	Attack Bonus +9
-1		-2			+2			Speed -1
-1	+2				+2			Initiative +3
	+2	+2			-5	+6		Defense +5
	+1	+2					+2	Damage +5

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization: +1 +2 +3 +4 +5

Attack: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+1							Attack Bonus +4
-1					+2			Speed -1
	-1	+2				+2		Initiative +3
	+2				-5	+6		Defense +3
	+1							Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 +2 +3 +4 +5

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

PREVIOUS HIT POINT ROLL
8

Luck Points

Threshold of Pain
25

Accumulated Building Points

Armor Worn
Body: splint mail (damage reduction = 6)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER
-2

Fatigue Factor
0

HIT POINTS: 54

	POINTS	DAYS TO HEAL		POINTS	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+1							Attack Bonus +4
-1					+2			Rate of Fire +1
-1	+2				+2			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization: +1 +2 +3 +4 +5

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	65		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin, horseman's mace, lance

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

Superstitious (has "magic" charm to protect him/herself)

Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:

Magic Items or Spell Component(s)	Effects/Notes
longsword +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
splint mail			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	35 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
Interrogation (Wis, Cha)	8 %	
Intimidation (Str, Cha)	17 %	
Jumping (Str)	13 %	

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	27 %
Resist Persuasion (Wis)	34 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	54 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **8** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **57** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

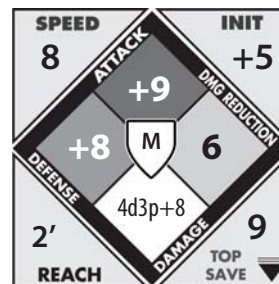
HackMaster

Character Record

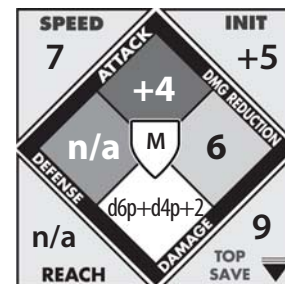
ABILITIES	14 / 72% STR	DMG. MOD. +2	FEAT OF STR. +6	LIFT (LBS) 240 lb	CARRY (LBS) 84 lb	DRAG (LBS) 600 lb
	10 / 08% INT	ATTACK MOD.				
	10 / 21% WIS	INIT MOD. +2	DEFENSE MOD.			
	10 / 65% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 49% CON	TURNING MOD.				
	7 / 50% LKS	HON WINDOW Great				
	9 / 31% CHA	HON PENALTY WINDOW ≤19				
	96 Honor	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session				

EXPERIENCE 8700	FOR NEXT LEVEL: 9TH = 11,200 10TH = 14,150 11TH = 17,600 12TH = 21,650
----------------------------------	------------------------------------------------------------------------------------

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+6
Turn/Cmd Undead:



combat profile for battle axe



combat profile for throwing axe

Armor Worn
Body: banded mail (damage reduction = 6)
Shield: medium +2 (+ 8 defense, absorbs 8 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4		+2	+1				+2	Attack Bonus +9
-1		-3	-1		+1			Speed -4
-1	+4				+2			Initiative +5
	0	+3	+1		-4	+8		Defense +8
	+2	+3	+1				+2	Damage +8
Base Weapon Speed: 12		Base Weapon Damage: 4d3p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

HIT POINTS: 60	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 9

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: throwing axe								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4								Attack Bonus +4
-1				+1				Speed
-1	+4			+2				Initiative +5
	0			-4	+8			Defense +4
	+2							Damage +2
Base Weapon Speed: 8		Base Weapon Damage: 2d6p		Reach: 1½'				
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	82		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, throwing axe,
Hiking/Roadmarching, Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Battle Axe +2	
Medium Shield +2	

Mundane Item	Location	Mundane Item	Location
banded mail		standard rations (1 week)	
warhammer		mess kit	
whetstone		6 iron spikes	
50' hemp rope		wool blanket	
leather boots		light crossbow	
woolen trousers & tunic		quarrel case (hunting)	
linen undershirt		20 light bolts	
woolen cloak		chalk	
leather belt			
2 small belt pouches			
backpack			
wineskin (2 quart cap.)			
trail rations (3 days)			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **8** Alignment: **Lawful Good**Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____Patron God(s): **The True** (Anointed? Y N Handedness: **Righty**

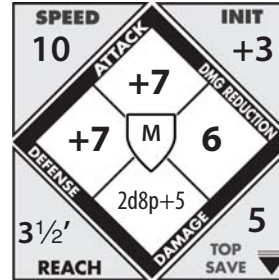
ABILITIES	10 / 90% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb	
	14 / 36% INT	ATTACK MOD.	+1							
	18 / 41% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3			
	10 / 34% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY	
	10 / 38% CON	PHYSICAL SAVING THROW BONUS								
	13 / 04% LKS									
	15 / 78% CHA	TURNING MOD.		+5		MORALE MOD.		+3		
	104 Honor	HON WINDOW	Great		HON PENALTY WINDOW	≤19				
Fame	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>									
CATEGORY OF FAME:										

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

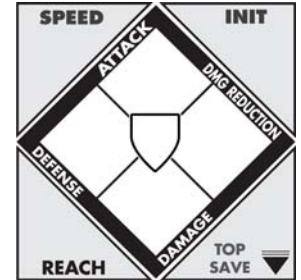
EXPERIENCE	7800
FOR NEXT LEVEL:	
2ND =	400
3RD =	1200
4TH =	2200
5TH =	3400
6TH =	4850
7TH =	6600
8TH =	8700
9TH =	11,200
10TH =	14,150

Quick References

Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+13



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
17

Accumulated Building Points
2

Armor Worn

Body: **splint mail** (damage reduction = **6**)
 Shield: **medium** (+ **6** defense, absorbs **6** hp)

DAMAGE TRACKER
 -1
 -2

Fatigue Factor
1

COMBAT PROFILE WITH MELEE WEAPON: longsword +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1	+1	+1				+2	Attack Bonus +7
		-1	-1	+2				Speed
	+1			+2				Initiative +3
	+3	+2	+1	-5	+6			Defense +7
	0	+2	+1			+2		Damage +5

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Notes:

COMBAT PROFILE WITH MISSILE WEAPON:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization	+1	+2	+3	+4	+5
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

HIT POINTS: 43

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Bless						
3	○ Faith Weapon						
4	○ Kismet, Reveal Pits & Snares						
5	○ Hallowed Weapon						
6	○ Hold in Place, True Strike						
7	○ Sanctify Weaponry						
8	○ Cure Moderate Wound, Rigor Mortis						
9	○						
10	○						

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
40% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)	

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	
Potion of Invisibility	
longsword +2	

Mundane Item	Location	Mundane Item	Location
splint mail		wineskin (2 quart cap.)	
medium shield		trail rations (3 days)	
dagger		divine icon	
50' hemp rope		metal scroll case	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Law (Int)	35
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27
	Boating (Wis)	22	%	Oration (Cha)	15
	Cartography* (Int)	14	%	Persuasion (Cha)	15
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8
	Jumping (Str)	10	%	Torture (Int)	14
			Tracking (Wis)	18	

Other Skills	Mastery
Religion (Courts of Justice)	70
Divine Lore	57
History, Ancient	31
Riding (equine)	25
First Aid	47

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **8** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? Y N Handedness: **Righty**

HackMaster

Character Record

EXPERIENCE	FOR NEXT LEVEL:
8700	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References

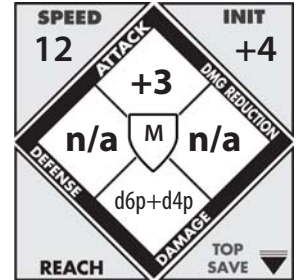
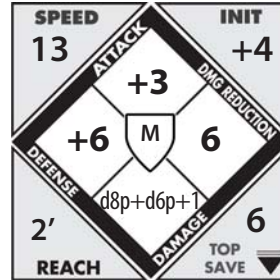
Observation Check: -20

Listening Check: 1

Feat of Strength: d20p+1

Turn Undead: d20p+13

12 / 36%	STR	DMG. MOD. +1	FEAT OF STR. +1	LIFT (LBS) 215 lb	CARRY (LBS) 56 lb	DRAG (LBS) 538 lb
10 / 31%	INT	ATTACK MOD.				
13 / 86%	WIS	INIT MOD. +1	DEFENSE MOD. +1	MENTAL SAVING THROW BONUS		+1
12 / 02%	DEX	INIT MOD. +1	ATTACK MOD. +1	DEFENSE MOD. +1	DODGE SAVING THROW BONUS	0 FEAT OF AGILITY +2
13 / 50%	CON	PHYSICAL SAVING THROW BONUS +1				
7 / 67%	LKS					
15 / 20%	CHA	TURNING MOD. +5		MORALE MOD. +3		
102	Honor	HON WINDOW Great	HON PENALTY WINDOW ≤19		1 mulligan per session	
		HONOR BONUSES OR PENALTIES: +1 to a die roll per session				
		CATEGORY OF FAME:				
Fame		Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly				



PREVIOUS HIT POINT ROLL

5



Threshold of Pain

19

Accumulated Building Points

Armor Worn

Body: splint mail (damage reduction = 6)

Shield: medium +2 (+8 defense, absorbs 8 hp)

DAMAGE TRACKER

-2

Fatigue Factor

2

COMBAT PROFILE WITH MELEE WEAPON: mace

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+1							Attack Bonus +3
					+2			Speed +2
					+2			Initiative +4
			+1		-5	+8		Defense +6
								Damage +1

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization +1 +2 +3 +4 +5

Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

HIT POINTS: 49

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2								Attack Bonus +2
					+2			Speed +2
					+2			Initiative +4
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization +1 +2 +3 +4 +5

Attack ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trivial Wound						
2	○ Cure Minor Wound, Bless						
3	○ Safe Haven						
4	○ Cure Light Wound						
5	○ Blessing						
6	○ Holy Blessing						
7	○ Cure Moderate Wound						
8	○ Rigor Mortis						
9	○						
10	○						

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS □□□□ □□□□ □

TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

SINGLES □□□□ □□□□

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	
Charm Resistant	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
splint mail		wineskin (2 quart cap.)	
staff		trail rations (3 days)	
mace		divine icon	
6 torches		Metal Scroll Case	
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	
Scroll: Cure Small Wound, Endure Heat, Imperceptibility to Undead, Pepper Spray, Divine Steward	
medium shield +2	

SKILLS	Universal Skills	Mastery†			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	1 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-43 (7)	%	Pick Pocket (Dex)	-58 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-63 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
			Tracking (Wis)	13	

Other Skills	Mastery
Religion (Church of Everlasting Hope)	62
First Aid	53
Cooking/Baking	42
Divine Lore	37
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **8** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____

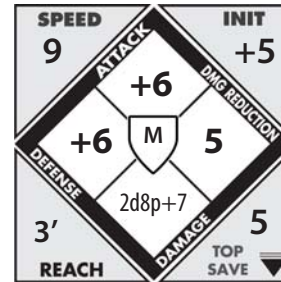
Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

ABILITIES	15 / 81% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 32% INT	ATTACK MOD.
	13 / 57% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 19% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 31% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 52% CHA	TURNING MOD. n/a MORALE MOD. +1
	100	HON WINDOW Great HON PENALTY WINDOW ≤19
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	

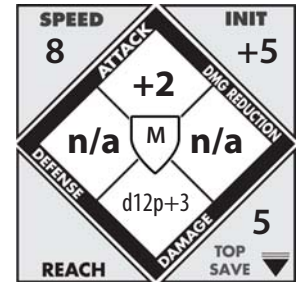
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE	FOR NEXT LEVEL:
8700	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References	
Observation Check:	13
Listening Check:	03
Feat of Strength:	d20p+8
Turn Undead:	no



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL	Luck Points	Threshold of Pain	Accumulated Building Points
4		18	2

Armor Worn					
Body: chainmail	(damage reduction = 5)				
Shield: medium +2	(+ 8 defense, absorbs 8 hp)				
DAMAGE TRACKER	<table border="0"> <tr> <td>□□□□ □□□□ -1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>-2</td> <td>□□□□ □□□□ -3</td> </tr> </table>	□□□□ □□□□ -1	□□□□ □□□□	-2	□□□□ □□□□ -3
□□□□ □□□□ -1	□□□□ □□□□				
-2	□□□□ □□□□ -3				

Fatigue Factor
3

COMBAT PROFILE WITH MELEE WEAPON: scimitar +2									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0	+1	+1				+2	Attack Bonus	+6
		-1	-1	+2				Speed	0
	+3			+2				Initiative	+5
	+1	+1	+1	-5	+8			Defense	+6
	+3	+1	+1			+2		Damage	+7
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: javelin									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+2	0							Attack Bonus	+2
				+1				Speed	+1
	+3			+2				Initiative	+5
	+3							Damage	+3
Base Weapon RoF: 7		Base Weapon Damage: d12p							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 45			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○	_____					
JOURNEYMAN	○	_____					
1	○ Cure Trifling Wound	_____					
2	○ Cure Trivial Wound, Innocuousness	_____					
3	○ Springing	_____					
4	○ Wall Walk	_____					
5	○ Cure Light Wound	_____					
6	○ Hold in Place	_____					
7	○ Sanctify Weaponry	_____					
8	○ Transmogrify	_____					
9	○	_____					
10	○	_____					
TOTAL SPELL POINTS		_____					
SPELL POINT TRACKER							
HUNDREDS	□□□□	□□□□	□				
TENS	○	○	○	○	○	○	○
SINGLES	□□□□	□□□□					
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
chainmail		wineskin (2 quart cap.)	
knife		trail rations (3 days)	
50' hemp rope		divine icon	
knife		Quiver, javelins	
leather boots		4 javelins	
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +2	
Medium Shield +2	
Scroll: Blessing, Create Water, Seraphic Weapon	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	18
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
			Tracking (Wis)	24	

Other Skills	Mastery
Religion (Face of the Free)	54
Animal Training (dogs)	18
First Aid	37
Divine Lore	28
Lock Picking	-2 (23)
Swimming	26
Riding (equine)	14
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+4 Save Bonus vs. Spells	
Parry Bonus (staff)	
Mitigate Spell Fatigue	
Illusion Resistant	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink		spell components	
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	
Wand of Summoning (4 charges)	
Scroll: Enfeeble, Memory Wipe (lesser)	
Scroll: Bottomless Pouch, Transmogrify, Entrancing Lightshow	
Staff +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	13
	Animal Husbandry (Wis)	21	%	Listening (Wis)	22
	Animal Mimicry (Wis)	9	%	Observation (Wis)	20
	Boating (Wis)	9	%	Oration (Cha)	13
	Cartography* (Int)	13	%	Persuasion (Cha)	13
	Climbing/Rappelling (Str, Dex)	5	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	9	%	Reading Lips (Int)	13
	Diplomacy (Cha)	13	%	Recruiting (Cha)	13
	Disguise (Int, Cha)	13	%	Resist Persuasion (Wis)	14
	Distraction (Cha)	13	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	19
	Fire-Building (Wis)	17	%	Scrutiny (Wis)	19
	Glean Info. (Int, Wis, Cha)	19	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	11	%	Skilled Liar (Cha)	13
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	11
	Intimidation (Str, Cha)	5	%	Survival (Wis, Con)	9
	Jumping (Str)	5	%	Torture (Int)	13
			Tracking (Wis)	9	

Other Skills	Mastery
arcane lore	46
cooking/baking	19
reading lips	20

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **8** Alignment: _____

Race: **Elf** Sex: _____ Age: **220** Height: _____ Weight: _____ Hair: _____ Eyes: _____

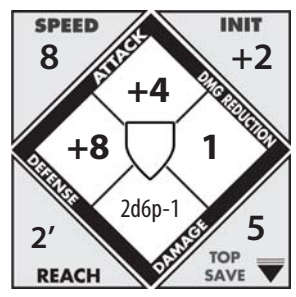
Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

EXPERIENCE 8700	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

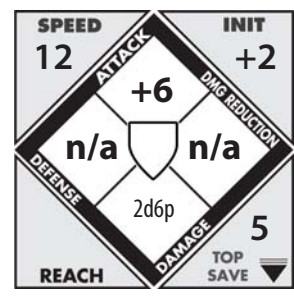
Quick References
Observation Check: 20
Listening Check: 07
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 24% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 133 lb CARRY (LBS) 39 lb DRAG (LBS) 415 lb
	16 / 55% INT	ATTACK MOD. +2
	15 / 77% WIS	INIT MOD. 0 DEFENSE MOD. +2 MENTAL SAVING THROW BONUS +2
	12 / 08% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY +1
	10 / 10% CON	PHYSICAL SAVING THROW BONUS
	11 / 13% LKS	
	9 / 68% CHA	TURNING MOD. MORALE MOD.
	107	HON WINDOW Great HON PENALTY WINDOW ≤19
	Honor	HONOR BONUSES OR PENALTIES: 1 mulligan per session +1 to a die roll per session
	Fame	CATEGORY OF FAME:

Morale: Hero Fearless Brave Steady Nervous Cowardly



combat profile for short swords roll d20p defense die vs. 1 attack; d20p-4 thereafter



combat profile for short bow

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
12

Accumulated Building Points
16

Armor Worn
Body: **thick robes** (damage reduction = 1)
Shield: **none** (+ ___ defense, absorbs ___ hp)
DAMAGE TRACKER: -1 -2 -3

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: 2 short swords

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3							Attack Bonus +4
								Speed
+1	+1							Initiative +2
	+3	+1(x2)	+1(x2)	+2	-1			Defense +8
	-1							Damage -1

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 2'

Specialization +1 +2 +3 +4 +5
 Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)
 Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)
 Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)
 Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: 2 one-handed weapons, defending w/ secondary fighting style

HIT POINTS: 29

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: short bow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1	+1					Attack Bonus +6
								Speed
+1	+1							Initiative +2
								Damage -2

Base Weapon RoF: 12 Base Weapon Damage: 2d6p

Specialization +1 +2 +3 +4 +5
 Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)
 Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)
 Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 50	d20p
51-80	d20p-4
81-120	d20p-6
121-150	d20p-8

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/> <i>Phantom Irritation, Springing</i>						
JOURNEYMAN	<input type="radio"/> <i>Freeze Water, Perimeter Alarm, Sense Magic Aura</i>						
1	<input type="radio"/> Scorch						
2	<input type="radio"/> Magic Projectile, Torchlight						
3	<input type="radio"/> Bedazzle, Rope Charm, Veil of Darkness						
4	<input type="radio"/> Enfeeble, Skipping Betty Fireball						
5	<input type="radio"/> Panic						
6	<input type="radio"/> Viscous Webbing						
7	<input type="radio"/> Conjure Warrior Avatar II						
8	<input type="radio"/> Illumination						
9	<input type="radio"/> _____						
10	<input type="radio"/> _____						

TOTAL SPELL POINTS 760

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+4 save bonus vs. spells	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		2 metal scroll cases	
flint & steel		spell book	
4 pages vellum		<i>spell components</i>	
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	
Potion of Giantism	
Potion of Water Breathing	
Wand of Summoning (14 charges)	
Potion of Sleep	
Healing Potion	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	9	%	Law (Int)	16
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20
	Boating (Wis)	15	%	Oration (Cha)	9
	Cartography* (Int)	34	%	Persuasion (Cha)	9
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22
	Distraction (Cha)	9	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5
	Jumping (Str)	15	%	Torture (Int)	16
				Tracking (Wis)	15

Other Skills	Mastery
arcane lore	64
history, ancient	37

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	58	27	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow,
short bow, mace

GEMS: 100 sp, 50 sp

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 2 die type lower)	
Rearward Strike (bypass 4 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	
Wand of Flowers (27 charges)	
Potion of Healing	
Longsword +2	
Linens of Healing	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
silvered dagger			knapsack		
knife			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
50' silk rope			sheet of vellum		
6 torches			quill		
flint & steel			1 oz. ink		
2 large canvas sacks			short bow		
leather boots			war quiver		
woolen trousers & tunic			16 arrows		
linen undershirt			4 silvered arrows		
woolen cloak			silvered mace		
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	48 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	56 %
	Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	27 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	63 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	39 %
gambling	21 %
lock picking	74 %
ID trap	50 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %
swimming	9 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing), short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus, Swiftblade (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 4 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
dagger +1	
throwing knife +2	
minor healing potion	
healing potion	
potion of mind control	
potion of water breathing	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
2 daggers			knapsack		
3 throwing knives			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	35 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	32 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	50 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	57 %
Observation (Wis)	57 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	32 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	80 %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	47 %
disarm trap	41 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	65		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin, horseman's mace, lance,

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious (has "magic" charm to protect him/herself)
Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:
Etiquette/Manners (Kalamaran)	

Magic Items or Spell Component(s)	Effects/Notes
longsword +2	
ringmail +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
medium shield			trail rations (3 days)		
horseman's mace			"lucky" magic charm on string		
dagger			quiver, javelin		
whetstone			3 javelins		
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	35 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
	Interrogation (Wis, Cha)	8 %
Intimidation (Str, Cha)	17 %	
Jumping (Str)	13 %	

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	27 %
Resist Persuasion (Wis)	34 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	54 %
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **9** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **57** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

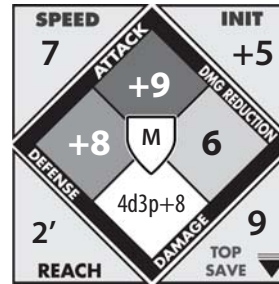
HackMaster

Character Record

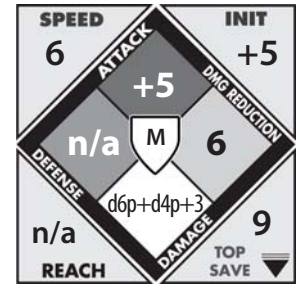
ABILITIES	14 / 81% STR	DMG. MOD. +2	FEAT OF STR. +6	LIFT (LBS) 240 lb	CARRY (LBS) 84 lb	DRAG (LBS) 600 lb
	10 / 11% INT	ATTACK MOD.				
	10 / 26% WIS	INIT MOD. +2	DEFENSE MOD.			
	11 / 48% DEX	INIT MOD. +2	ATTACK MOD.	DEFENSE MOD.		
	18 / 57% CON					
	7 / 50% LKS					
	9 / 39% CHA	TURNING MOD.				
	109 Honor	HON WINDOW Great	HON PENALTY WINDOW ≤21	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session		

EXPERIENCE 11,200	FOR NEXT LEVEL: 10TH = 14,150 11TH = 17,600 12TH = 21,650 13TH = 26,400
------------------------------------	-------------------------------------------------------------------------------------

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+6
Turn/Cmd Undead:



combat profile for battle axe



combat profile for throwing axe

Armor Worn
Body: banded mail (damage reduction = 6)
Shield: medium +2 (+ 8 defense, absorbs 8 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4		+2	+1				+2	Attack Bonus +9
-2		-3	-1		+1			Speed -5
-1	+4				+2			Initiative +5
	0	+3	+1		-4	+8		Defense +8
	+2	+3	+1				+2	Damage +8
Base Weapon Speed: 12 Base Weapon Damage: 4d3p Reach: 3'								
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

HIT POINTS: 69	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 9

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: throwing axe +1								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4							+1	Attack Bonus +5
-2					+1			Speed -1
-1	+4				+2			Initiative +5
	0				-4	+8		Defense +4
	+2						+1	Damage +3
Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1½'								
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	82		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, throwing axe,
Hiking/Roadmarching, Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

Mundane Item	Location	Mundane Item	Location
banded mail		standard rations (1 week)	
warhammer		mess kit	
whetstone		6 iron spikes	
50' hemp rope		wool blanket	
leather boots		light crossbow	
woolen trousers & tunic		quarrel case (hunting)	
linen undershirt		20 light bolts	
woolen cloak		chalk	
leather belt			
2 small belt pouches			
backpack			
wineskin (2 quart cap.)			
trail rations (3 days)			

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Healing Potion	
Strength of Iron Brew	
Battle Axe +2	
Medium Shield +2	
Throwing Axe +1	
7 Bolts +3	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **9** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____

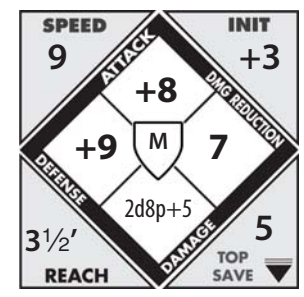
Patron God(s): **The True** (Anointed? Y N Q) Handedness: **Righty**

ABILITIES	10 / 97%	STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb
	14 / 37%	INT	ATTACK MOD.	+1						
	18 / 44%	WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3		
	10 / 61%	DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	10 / 53%	CON	PHYSICAL SAVING THROW BONUS							
	13 / 04%	LKS								
	15 / 82%	CHA	TURNING MOD.	+5	MORALE MOD.	+3				
117	Honor	HON WINDOW	Great	HON PENALTY WINDOW	≤21					
	Fame	HONOR BONUSES OR PENALTIES:	1 mulligan per session +1 to a die roll per session							
		CATEGORY OF FAME:								

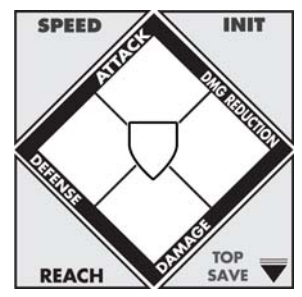
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE 11,200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

<i>Quick References</i>
Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+14



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL 1	Luck Points 	Threshold of Pain 17	Accumulated Building Points 1
-------------------------------------	------------------------	--------------------------------	-----------------------------------------

Armor Worn
Body: chainmail +2 (damage reduction = 7)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER -2

Fatigue Factor 1

COMBAT PROFILE WITH MELEE WEAPON: <u>longsword +2</u>									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+3	+1	+1	+1				+2	Attack Bonus	+8
		-2	-1		+2			Speed	-1
	+1				+2			Initiative	+3
	+3	+2	+1		-3	+6		Defense	+9
	0	+2	+1				+2	Damage	+5
Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3.5'									
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

HIT POINTS: 44			
	POINTS	DAYS TO HEAL	
Wound #1			Wound #6
Wound #2			Wound #7
Wound #3			Wound #8
Wound #4			Wound #9
Wound #5			Wound #10

COMBAT PROFILE WITH MISSILE WEAPON: _____									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	
								Speed	
								Initiative	
								Damage	
Base Weapon RoF: _____ Base Weapon Damage: _____									
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○						Cure Trifling Wound
2	○						Cure Trivial Wound, Bless
3	○						Faith Weapon
4	○						Kismet, Reveal Pits & Snares
5	○						Hallowed Weapon
6	○						Hold in Place, True Strike
7	○						Sanctify Weaponry
8	○						Cure Moderate Wound, Rigor Mortis
9	○						Alleviate Fatigue, Faith Weaponry
10	○						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
45% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)	_____

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	
Potion of Invisibility	
longsword +2	
chainmail +2	

Mundane Item	Location	Mundane Item	Location
medium shield		wineskin (2 quart cap.)	
dagger		trail rations (3 days)	
50' hemp rope		divine icon	
6 torches		metal scroll case	
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

SKILLS	Universal Skills	Mastery [†]				
	Acting (Lks, Cha)	32	%	Law (Int)	35	%
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34	%
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27	%
	Boating (Wis)	22	%	Oration (Cha)	15	%
	Cartography* (Int)	14	%	Persuasion (Cha)	15	%
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9	%
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14	%
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15	%
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41	%
	Distraction (Cha)	35	%	Rope Use (Dex)	9	%
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14	%
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18	%
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13	%
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15	%
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9	%
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8	%
	Jumping (Str)	10	%	Torture (Int)	14	%
				Tracking (Wis)	18	%

Other Skills	Mastery	
Religion (Courts of Justice)	75	%
Divine Lore	61	%
History, Ancient	31	%
Riding (equine)	25	%
First Aid	47	%
		%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **9** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? Y N Handedness: **Righty**

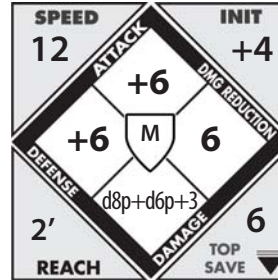
HackMaster

Character Record

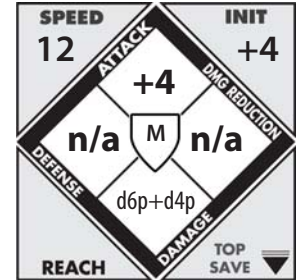
EXPERIENCE 11,200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
-----------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References
Observation Check: -20
Listening Check: 1
Feat of Strength: d20p+1
Turn Undead: d20p+14

ABILITIES	12 / 42% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 34% INT	ATTACK MOD.
	13 / 87% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	12 / 03% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY +2
	13 / 56% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	15 / 24% CHA	TURNING MOD. +5 MORALE MOD. +3
	115	HON WINDOW Great HON PENALTY WINDOW ≤21 <i>1 mulligan per session</i> HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Honor	CATEGORY OF FAME:	
Fame	Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	



combat profile for mace



combat profile for sling

PREVIOUS HIT POINT ROLL 2	Luck Points	Threshold of Pain 20	Accumulated Building Points 5
-------------------------------------	--------------------	--------------------------------	-----------------------------------------

Armor Worn
Body: splint mail (damage reduction = 6)
Shield: medium +2 (+8 defense, absorbs 8 hp)
DAMAGE TRACKER -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fatigue Factor 2

COMBAT PROFILE WITH MELEE WEAPON: mace +2									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+3	+1						+2	Attack Bonus	+6
			-1		+2			Speed	+1
	+2				+2			Initiative	+4
	+2		+1		-5	+8		Defense	+6
	+1						+2	Damage	+3
Base Weapon Speed: 11		Base Weapon Damage: d8p+d6p		Reach: 2'					
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON: sling									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+3								Attack Bonus	+3
					+2			Speed	+2
	+2				+2			Initiative	+4
								Damage	
Base Weapon RoF: 10		Base Weapon Damage: d6p+d4p							
Specialization	+1	+2	+3	+4	+5				
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)				

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

HIT POINTS: 51	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>	_____					
JOURNEYMAN	<input type="radio"/>	_____					
1	<input type="radio"/> Cure Trivial Wound	_____					
2	<input type="radio"/> Cure Minor Wound, Bless	_____					
3	<input type="radio"/> Safe Haven	_____					
4	<input type="radio"/> Cure Light Wound	_____					
5	<input type="radio"/> Blessing	_____					
6	<input type="radio"/> Holy Blessing	_____					
7	<input type="radio"/> Cure Moderate Wound	_____					
8	<input type="radio"/> Rigor Mortis	_____					
9	<input type="radio"/> Cure Intermediate Wound	_____					
10	<input type="radio"/>	_____					
TOTAL SPELL POINTS		_____					
SPELL POINT TRACKER							
HUNDREDS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TENS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SINGLES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	
Charm Resistant	
Swiftblade (mace)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
splint mail		wineskin (2 quart cap.)	
staff		trail rations (3 days)	
6 torches		divine icon	
flint & steel		Metal Scroll Case	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	
Scroll: Cure Small Wound, Endure Heat, Imperceptibility to Undead, Pepper Spray, Divine Steward	
medium shield +2	
mace +2	

SKILLS	Universal Skills	Mastery†			
	Acting (Lks, Cha)	7	%	Law (Int)	8
	Animal Husbandry (Wis)	13	%	Listening (Wis)	1 (16)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20
	Boating (Wis)	22	%	Oration (Cha)	14
	Cartography* (Int)	8	%	Persuasion (Cha)	14
	Climbing/Rappelling (Str, Dex)	-43 (7)	%	Pick Pocket (Dex)	-58 (7)
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13
	Distraction (Cha)	14	%	Rope Use (Dex)	7
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-63 (7)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13
	Jumping (Str)	12	%	Torture (Int)	8
				Tracking (Wis)	13

Other Skills	Mastery
Religion (Church of Everlasting Hope)	67
First Aid	53
Cooking/Baking	42
Divine Lore	38
Swimming	14
Carpentry/Woodworking	18

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **9** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The Guardian** (Anointed? Y N) Handedness: **Righty**

HackMaster

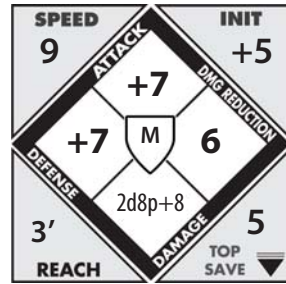
Character Record

EXPERIENCE 11,200	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

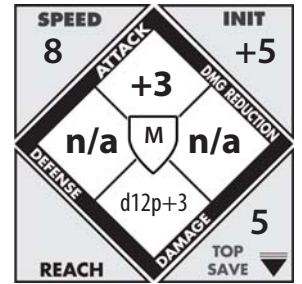
Quick References	
Observation Check:	13
Listening Check:	03
Feat of Strength:	d20p+8
Turn Undead:	no

ABILITIES	15 / 86% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 44% INT	ATTACK MOD.
	13 / 76% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 26% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 39% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 54% CHA	TURNING MOD. n/a MORALE MOD. +1
	113	HON WINDOW Great HON PENALTY WINDOW ≤21
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL 7	Luck Points 	Threshold of Pain 21	Accumulated Building Points 1
-------------------------------------	------------------------	--------------------------------	-----------------------------------------

Armor Worn					
Body: chainmail +1 (damage reduction = 6)	Shield: medium +2 (+8 defense, absorbs 8 hp)				
DAMAGE TRACKER	<table border="0"> <tr> <td>□□□□ □□□□ -1</td> <td>□□□□ □□□□</td> </tr> <tr> <td>-2</td> <td>□□□□ □□□□ -3</td> </tr> </table>	□□□□ □□□□ -1	□□□□ □□□□	-2	□□□□ □□□□ -3
□□□□ □□□□ -1	□□□□ □□□□				
-2	□□□□ □□□□ -3				

Fatigue Factor 3

COMBAT PROFILE WITH MELEE WEAPON: <u>scimitar +2</u>								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	0	+1	+1				+2	Attack Bonus +7
		-1	-1		+2			Speed 0
	+3				+2			Initiative +5
	+1	+1	+1		-4	+8		Defense +7
	+3	+2	+1				+2	Damage +8
Base Weapon Speed: 9		Base Weapon Damage: 2d8p		Reach: 3'				
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

COMBAT PROFILE WITH MISSILE WEAPON: <u>javelin</u>								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	0							Attack Bonus +3
					+1			Speed +1
	+3				+2			Initiative +5
	+3							Damage +3
Base Weapon RoF: 7		Base Weapon Damage: d12p						
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 52			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Innocuousness						
3	○ Springing						
4	○ Wall Walk						
5	○ Cure Light Wound						
6	○ Hold in Place						
7	○ Sanctify Weaponry						
8	○ Transmogrify						
9	○ Levitation						
10	○						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○ ○○○○ ○○○○ ○○○○ ○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
knife		wineskin (2 quart cap.)	
50' hemp rope		trail rations (3 days)	
knife		divine icon	
leather boots		Quiver, javelins	
woolen trousers & tunic		4 javelins	
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +2	
Medium Shield +2	
Scroll: Blessing, Create Water, Seraphic Weapon	
Robes of Storage	
Chainmail +1	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	18
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
			Torture (Int)	9	
			Tracking (Wis)	24	

Other Skills	Mastery
Religion (Face of the Free)	59
Animal Training (dogs)	18
First Aid	37
Divine Lore	29
Lock Picking	6 (31)
Swimming	26
Riding (equine)	14

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

TALENTS & RACIAL ABILITIES	BENEFITS:
+4 Save Bonus vs. Spells	
Parry Bonus (staff)	
Mitigate Spell Fatigue	
Illusion Resistant	
Combat Casting	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink		spell components	
brass signal mirror			
leather boots			

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	
Wand of Summoning (4 charges)	
Scroll: Enfeeble, Memory Wipe (lesser)	
Scroll: Bottomless Pouch, Transmogrify, Entrancing Lightshow	
Staff +1	
Wand of Water (59 charges)	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	13
	Animal Husbandry (Wis)	21	%	Listening (Wis)	22
	Animal Mimicry (Wis)	9	%	Observation (Wis)	20
	Boating (Wis)	9	%	Oration (Cha)	13
	Cartography* (Int)	13	%	Persuasion (Cha)	13
	Climbing/Rappelling (Str, Dex)	5	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	9	%	Reading Lips (Int)	13
	Diplomacy (Cha)	13	%	Recruiting (Cha)	13
	Disguise (Int, Cha)	13	%	Resist Persuasion (Wis)	14
	Distraction (Cha)	13	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	19
	Fire-Building (Wis)	17	%	Scrutiny (Wis)	19
	Glean Info. (Int, Wis, Cha)	19	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	11	%	Skilled Liar (Cha)	13
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	11
	Intimidation (Str, Cha)	5	%	Survival (Wis, Con)	9
	Jumping (Str)	5	%	Torture (Int)	13
			Tracking (Wis)	9	

Other Skills	Mastery
arcane lore	48
cooking/baking	19
reading lips	20
history, ancient	44

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Mage** Level: **9** Alignment: _____

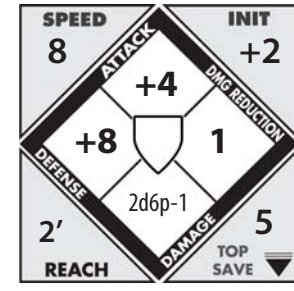
Race: **Elf** Sex: _____ Age: **221** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed?) Handedness: **Righty**

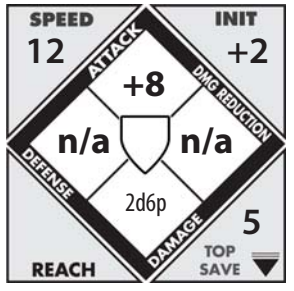
ABILITIES	8 / 32% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 133 lb CARRY (LBS) 39 lb DRAG (LBS) 415 lb
	16 / 64% INT	ATTACK MOD. +2
	15 / 81% WIS	INIT MOD. 0 DEFENSE MOD. +2 MENTAL SAVING THROW BONUS +2
	12 / 11% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY +1
	10 / 14% CON	PHYSICAL SAVING THROW BONUS
	11 / 13% LKS	
	9 / 69% CHA	TURNING MOD. MORALE MOD.
	120	HON WINDOW Great HON PENALTY WINDOW ≤21
	Honor	HONOR BONUS OR PENALTIES: 1 mulligan per session +1 to a die roll per session
	Fame	CATEGORY OF FAME:

EXPERIENCE 11,200	FOR NEXT LEVEL:
	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

<i>Quick References</i>	
Observation Check:	20
Listening Check:	07
Feat of Strength:	d20p-3
Turn Undead:	



combat profile for short swords roll d20p defense die vs. 1 attack; d20p-4 thereafter



combat profile for short bow

PREVIOUS HIT POINT ROLL 3	Luck Points 	Threshold of Pain 13 	Accumulated Building Points 11
-------------------------------------	------------------------	------------------------------------	------------------------------------------

Armor Worn
 Body: **thick robes** (damage reduction = 1)
 Shield: **none** (+ ___ defense, absorbs ___ hp)
 DAMAGE TRACKER: -1 -2 -3

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: 2 short swords

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3							Attack Bonus +4
								Speed
+1	+1							Initiative +2
	+3	+1(x2)	+1(x2)	+2	-1			Defense +8
	-1							Damage -1

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: 2 one-handed weapons, defending w/ secondary fighting style

HIT POINTS: 32

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: short bow +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+3	+1	+1				+2	Attack Bonus +8
								Speed
+1	+1							Initiative +2
								Damage -2

Base Weapon RoF: 12 Base Weapon Damage: 2d6p

Specialization	+1	+2	+3	+4	+5
Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/> <i>Phantom Irritation, Springing</i>						
JOURNEYMAN	<input type="radio"/> <i>Freeze Water, Perimeter Alarm, Sense Magic Aura</i>						
1	<input type="radio"/> Scorch						
2	<input type="radio"/> Magic Projectile, Torchlight						
3	<input type="radio"/> <i>Bedazzle, Rope Charm, Veil of Darkness</i>						
4	<input type="radio"/> <i>Enfeeble, Skipping Betty Fireball</i>						
5	<input type="radio"/> Panic						
6	<input type="radio"/> Viscous Webbing						
7	<input type="radio"/> Conjure Warrior Avatar II						
8	<input type="radio"/> Illumination						
9	<input type="radio"/> Lightning Bolt						
10	<input type="radio"/>						

TOTAL SPELL POINTS 890

SPELL POINT TRACKER

HUNDREDS:

TENS:

SINGLES:

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 50	d20p
51-80	d20p-4
81-120	d20p-6
121-150	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+4 save bonus vs. spells	
Mitigate Spell Fatigue	

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	
Potion of Giantism	
Potion of Water Breathing	
Wand of Summoning (14 charges)	
Potion of Sleep	
Healing Potion	
Short Bow +2	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		2 metal scroll cases	
flint & steel		spell book	
4 pages vellum		<i>spell components</i>	
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

SKILLS

Universal Skills	Mastery [†]
Acting (Lks, Cha)	9 %
Animal Husbandry (Wis)	15 %
Animal Mimicry (Wis)	15 %
Boating (Wis)	15 %
Cartography* (Int)	34 %
Climbing/Rappelling (Str, Dex)	7 %
Current Affairs (Wis)	15 %
Diplomacy (Cha)	9 %
Disguise (Int, Cha)	9 %
Distraction (Cha)	9 %
Escape Artist (Int, Dex)	11 %
Fire-Building (Wis)	24 %
Glean Info. (Int, Wis, Cha)	9 %
Hiding (Int, Dex)	19 %
Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	7 %
Jumping (Str)	15 %

Law (Int)	16 %
Listening (Wis)	7 %
Observation (Wis)	20 %
Oration (Cha)	9 %
Persuasion (Cha)	9 %
Pick Pocket (Dex)	11 %
Reading Lips (Int)	16 %
Recruiting (Cha)	9 %
Resist Persuasion (Wis)	22 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	27 %
Scrutiny (Wis)	20 %
Seduction, Art of (Cha, Lks)	9 %
Skilled Liar (Cha)	9 %
Sneaking (Dex)	16 %
Survival (Wis, Con)	5 %
Torture (Int)	16 %
Tracking (Wis)	15 %

Other Skills	Mastery
arcane lore	67 %
history, ancient	37 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **9** Alignment: _____

Race: **Human** Sex: _____ Age: **19** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Handedness: **Righty**

ABILITIES	12 / 66%	STR	DMG. MOD. +1	FEAT OF STR. +1	LIFT (LBS) 220 lb	CARRY (LBS) 61 lb	DRAG (LBS) 550 lb
	15 / 51%	INT	ATTACK MOD. +2				
	10 / 27%	WIS	INIT MOD. +2	DEFENSE MOD. 0	MENTAL SAVING THROW BONUS		
	16 / 15%	DEX	INIT MOD. -2	ATTACK MOD. +3	DEFENSE MOD. +4	DODGE SAVING THROW BONUS +2	FEAT OF AGILITY +9
	8 / 25%	CON	PHYSICAL SAVING THROW BONUS -1				
	11 / 76%	LKS					
	12 / 44%	CHA	TURNING MOD. n/a	MORALE MOD. +1			
	110	Honor	HON WINDOW Great	HON PENALTY WINDOW \leq 21	1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session		
Fame	Morale:	<input checked="" type="radio"/> Hero <input type="radio"/> Fearless <input type="radio"/> Brave <input type="radio"/> Steady <input type="radio"/> Nervous <input type="radio"/> Cowardly					

EXPERIENCE 11,200

FOR NEXT LEVEL:
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400
6TH = 4850
7TH = 6600
8TH = 8700
9TH = 11,200
10TH = 14,150

Quick References
Observation Check: 27
Listening Check: 27
Feat of Strength: d20p+1
Turn Undead:

SPEED 8

INIT -2

ATTACK +10

DEFENSE +8

DMG REDUCTION 2

DAMAGE 2d8p+4

REACH 3 1/2'

TOP SAVE 4

longsword+dagger

SPEED 6

INIT -2

ATTACK +10

DEFENSE +5*

DMG REDUCTION 2

DAMAGE 2d4p+4

REACH 1'

TOP SAVE 4

dagger +2 (roll d20-4 for DEF)

SPEED 12

INIT -2

ATTACK +7

DEFENSE n/a

DMG REDUCTION n/a

DAMAGE 2d6p

REACH n/a

TOP SAVE n/a

short bow

SPEED 11

INIT -2

ATTACK +7

DEFENSE +5

DMG REDUCTION 2

DAMAGE d8p+d6p+1

REACH 2'

TOP SAVE n/a

silvered mace+dagger

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 (+ dagger +2)

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+5	+1					+2	Attack Bonus +10
		-1	-1					Speed -1
-2	0							Initiative -2
	+4	+2 (+2)	+1 (+1)		-2			Defense +8
	+1	+1					+2	Damage +4

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization

Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input checked="" type="radio"/> (x BP)	<input checked="" type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: 2 weapon style, secondary defense

COMBAT PROFILE WITH MELEE WEAPON #2: dagger +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+5	+1					+2	Attack Bonus +10
		-1						Speed -1
-2	0							Initiative -2
	+4	+2	+1		-2			Defense +5
	+1	+1					+2	Damage +4

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization

Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input checked="" type="radio"/> (x BP)	<input checked="" type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes:

Missile
Weapon
Ranges

Distance (ft)	Attack Die
5 - 50	d20p
51-80	d20p-4
81-120	d20p-6
121-150	d20p-8

PREVIOUS
HIT POINT ROLL
5

Luck Points **29**

Threshold of Pain **18**

Accumulated Building Points **2**


Armor Worn

Body: **leather** (damage reduction = 2)

Shield: _____ (+ ____ defense, absorbs ____ hp)

DAMAGE TRACKER
-2 -1 -3

Fatigue Factor 1



HIT POINTS: 46

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: short bow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+5							Attack Bonus +7
								Rate of Fire 0
-2	0							Initiative -2
	+1*							Damage 0

Base Weapon RoF: 12 Base Weapon Damage: 2d6p

Specialization

Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	58	27	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow,
short bow, mace

GEMS: 100 sp, 50 sp

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Greedy
Colorblind

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	
Initiative Bonus (roll 2 die type lower)	
Rearward Strike (bypass 4 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Swiftblade (longsword)	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	
Wand of Flowers (27 charges)	
Potion of Healing	
Longsword +2	
Linens of Healing	
Dagger +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
silvered dagger			knapsack		
knife			wineskin (2 quart cap.)		
thieves' tools			trail rations (3 days)		
50' silk rope			sheet of vellum		
6 torches			quill		
flint & steel			1 oz. ink		
2 large canvas sacks			short bow		
leather boots			war quiver		
woolen trousers & tunic			16 arrows		
linen undershirt			4 silvered arrows		
woolen cloak			silvered mace		
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	48 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	56 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	27 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	70 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	44 %
gambling	21 %
lock picking	79 %
ID trap	57 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %
swimming	9 %
riding (equine)	16 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing),
short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus, Swiftblade (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 4 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
silvered dagger +2	
dagger +1	
throwing knife +2	
minor healing potion	
healing potion	
potion of mind control	
potion of water breathing	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			2 small belt pouches		
3 throwing knives			knapsack		
thieves' tools			wineskin (2 quart cap.)		
30' hemp rope			trail rations (3 days)		
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	35 %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	32 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	56 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	61 %
Observation (Wis)	62 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	32 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	85 %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	53 %
disarm trap	41 %
lock picking	41 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Knight** Level: **9** Alignment: **Lawful**

Race: **Human** Sex: _____ Age: **23** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

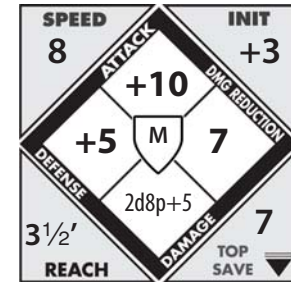
HackMaster

Character Record

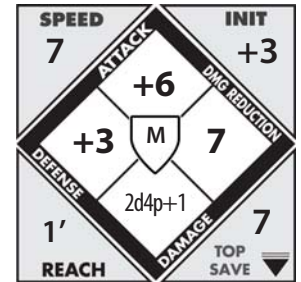
ABILITIES	13 / 88% STR	DMG. MOD. +1 FEAT OF STR. +4 LIFT (LBS) 230 lb CARRY (LBS) 71 lb DRAG (LBS) 575 lb
	10 / 29% INT	ATTACK MOD. 0
	10 / 59% WIS	INIT MOD. +2 DEFENSE MOD. MENTAL SAVING THROW BONUS
	14 / 04% DEX	INIT MOD. 0 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +1 FEAT OF AGILITY +5
	14 / 79% CON	PHYSICAL SAVING THROW BONUS +1
	8 / 69% LKS	
	11 / 84% CHA	TURNING MOD. n/a MORALE MOD. +1
	126 Honor	HON WINDOW Great HON PENALTY WINDOW ≤21 <i>1 mulligan per session</i> HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

EXPERIENCE	FOR NEXT LEVEL:
11,200	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

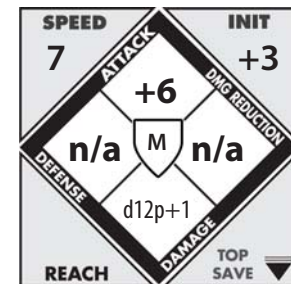
Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn Undead:



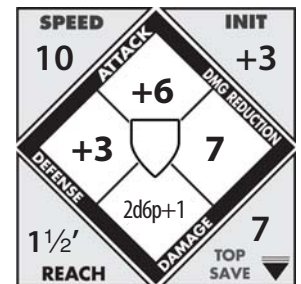
combat profile for: longsword



combat profile for: dagger



combat profile for: javelin



combat profile for: horseman's mace

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+2	+2					+2	Attack Bonus +10
-2		-2			+2			Speed -2
-1	+2				+2			Initiative +3
	+2	+2			-5	+6		Defense +5
	+1	+2					+2	Damage +5

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3 1/2'

Specialization: +1 (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ● (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

COMBAT PROFILE WITH MELEE WEAPON #2: dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+2							Attack Bonus +6
-2					+2			Speed 0
-1	+2				+2			Initiative +3
	+2				-5	+6		Defense +3
		+1						Damage +1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: _____

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 30	d20p
31-50	d20p-4
51-70	d20p-6
71-100	d20p-8

PREVIOUS HIT POINT ROLL
8

Chivalry Points
19

Threshold of Pain
30

Accumulated Building Points
0

Armor Worn
Body: plate mail (damage reduction = 7)
Shield: medium (+6 defense, absorbs 6 hp)
DAMAGE TRACKER
-2

Fatigue Factor
0

HIT POINTS: 62	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+4	+2							Attack Bonus +6
-2					+2			Rate of Fire 0
-1	+2				+2			Initiative +3
	+1							Damage +1

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	4	65		

PROFICIENCIES
light, medium & heavy armor, shield, longsword, dagger, Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin, horseman's mace, lance

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

Superstitious (has "magic" charm to protect him/herself)

Sterile

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	68	

TALENTS & RACIAL ABILITIES	BENEFITS:
Etiquette/Manners (Kalamaran)	
Inspire Others: allies within 10' gain +4 saves vs. fear, fatigue & morale	

Magic Items or Spell Component(s)	Effects/Notes
longsword +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
plate mail			trail rations (3 days)		
medium shield			"lucky" magic charm on string		
horseman's mace			quiver, javelin		
dagger			3 javelins		
whetstone					
50' hemp rope					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					
2 small belt pouches					
backpack					
wineskin (2 quart cap.)					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	10 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	13 %
	Cartography* (Int)	0 %
	Climbing/Rappelling (Str, Dex)	22 %
	Current Affairs (Wis)	10 %
	Diplomacy (Cha)	38 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	8 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	10 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	9 %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	17 %
	Jumping (Str)	13 %

Law (Int)	9 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	30 %
Resist Persuasion (Wis)	37 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Torture (Int)	9 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %
riding (equine)	57 %
religion ()	17 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Fighter** Level: **10** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **57** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N) Handedness: **Righty**

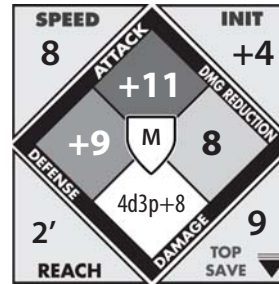
HackMaster

Character Record

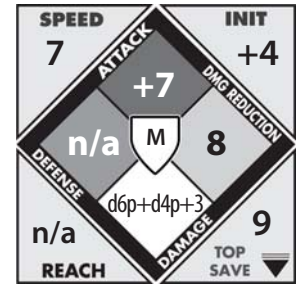
ABILITIES	15 / 10% STR	DMG. MOD. +2 FEAT OF STR. +7 LIFT (LBS) 245 lb CARRY (LBS) 91 lb DRAG (LBS) 613 lb
	10 / 13% INT	ATTACK MOD.
	10 / 34% WIS	INIT MOD. +2 DEFENSE MOD.
	12 / 05% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1
	18 / 62% CON	
	7 / 50% LKS	
	9 / 46% CHA	TURNING MOD.
	122	HON WINDOW Great HON PENALTY WINDOW ≤23 1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Honor		

EXPERIENCE	FOR NEXT LEVEL:
14,150	11TH = 17,600
	12TH = 21,650
	13TH = 26,400
	14TH = 31,950

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+7
Turn/Cmd Undead:



combat profile for battle axe



combat profile for throwing axe

Armor Worn
Body: plate mail +1 (damage reduction = 8)
Shield: medium +2 (+ 8 defense, absorbs 8 hp)

Accumulated Building Points

COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+5	+1	+2	+1				+2	Attack Bonus +11
-2		-3	-1		+2			Speed -4
-1	+3				+2			Initiative +4
	+1	+3	+1		-4	+8		Defense +9
	+2	+3	+1				+2	Damage +8
Base Weapon Speed: 12 Base Weapon Damage: 4d3p Reach: 3'								
Specialization	+1	+2	+3	+4	+5			
Attack	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	● (x BP)	● (2x BP)	● (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

HIT POINTS: 69	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

PREVIOUS HIT POINT ROLL: 9

SPELLS AVAILABLE
LEVEL
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____



COMBAT PROFILE WITH WEAPON #2: throwing axe +1								
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+5	+1						+1	Attack Bonus +6
-2					+2			Speed 0
-1	+3				+2			Initiative +4
	+1				-4	+8		Defense +5
	+2						+1	Damage +3
Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1½'								
Specialization	+1	+2	+3	+4	+5			
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Speed	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Defense	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)			
Notes: _____								

SPELLS MEMORIZED*							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	_____						
JOURNEYMAN	_____						
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS	_____						
SPELL POINT TRACKER							
TENS	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
SINGLES	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	5	82		

PROFICIENCIES
light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow, throwing axe,
Hiking/Roadmarching, Laborer, Phalanx Fighting

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Miserly	
Facial Scar	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Dwarven	69	9
Kalamaran	19	

TALENTS & RACIAL ABILITIES	BENEFITS:
Attack Bonus (battle axe)	
Damage Bonus (battle axe)	
Parry Bonus (battle axe)	
Swiftblade (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	

Magic Items or Spell Component(s)	Effects/Notes
Minor Healing Potion	
Healing Potion	
Strength of Iron Brew	
Battle Axe +2	
Medium Shield +2	
Plate Mail +1	
Throwing Axe +1	
7 Bolts +3	

Mundane Item	Location	Mundane Item	Location
warhammer		standard rations (1 week)	
whetstone		mess kit	
50' hemp rope		6 iron spikes	
leather boots		wool blanket	
woolen trousers & tunic		light crossbow	
linen undershirt		quarrel case (hunting)	
woolen cloak		20 light bolts	
leather belt		chalk	
2 small belt pouches			
backpack			
wineskin (2 quart cap.)			
trail rations (3 days)			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	9	%	Listening (Wis)	10 %
	Animal Mimicry (Wis)	9	%	Observation (Wis)	10 %
	Boating (Wis)	9	%	Oration (Cha)	8 %
	Cartography* (Int)	8	%	Persuasion (Cha)	8 %
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9 %
	Current Affairs (Wis)	9	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	8	%	Recruiting (Cha)	8 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	8 %
	Distraction (Cha)	8	%	Rope Use (Dex)	19 %
	Escape Artist (Int, Dex)	8	%	Salesmanship (Int, Wis, Cha)	8 %
	Fire-Building (Wis)	12	%	Scrutiny (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	8	%	Skilled Liar (Cha)	8 %
	Interrogation (Wis, Cha)	8	%	Sneaking (Dex)	9 %
	Intimidation (Str, Cha)	15	%	Survival (Wis, Con)	9 %
	Jumping (Str)	14	%	Torture (Int)	8 %
				Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %
cooking/baking	12 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **10** Alignment: **Lawful Good**

Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____

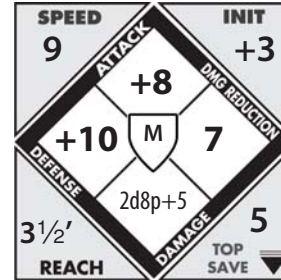
Patron God(s): **The True** (Anointed? Y N Q) Handedness: **Righty**

ABILITIES	10 / 99% STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	200 lb	CARRY (LBS)	45 lb	DRAG (LBS)	500 lb	
	14 / 41% INT	ATTACK MOD.	+1							
	18 / 45% WIS	INIT MOD.	-1	DEFENSE MOD.	+3	MENTAL SAVING THROW BONUS	+3			
	10 / 66% DEX	INIT MOD.	+2	ATTACK MOD.	0	DEFENSE MOD.	0	DODGE SAVING THROW BONUS	FEAT OF AGILITY	
	11 / 05% CON	PHYSICAL SAVING THROW BONUS								
	13 / 04% LKS									
	16 / 01% CHA	TURNING MOD.	+6	MORALE MOD.	+3					
129	HON WINDOW	Great	HON PENALTY WINDOW	≤21						
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>									
Fame	CATEGORY OF FAME:									

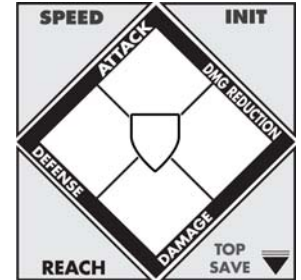
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

EXPERIENCE 14,150	FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------

Quick References
Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn Undead: d20p+16



combat profile for longsword



combat profile for weapon #2

PREVIOUS HIT POINT ROLL
7

Luck Points	
--------------------	--

Threshold of Pain	
21	

Accumulated Building Points
1

Armor Worn
Body: chainmail +2 (damage reduction = 7)
Shield: medium +1 (+7 defense, absorbs 7 hp)
DAMAGE TRACKER
-2

Fatigue Factor	
1	

COMBAT PROFILE WITH MELEE WEAPON: longsword +2									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
+3	+1	+1	+1				+2	Attack Bonus	+8
		-2	-1		+2			Speed	-1
	+1				+2			Initiative	+3
	+3	+2	+1		-3	+6		Defense	+9
	0	+2	+1				+2	Damage	+5
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3.5'					
Specialization	+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Notes: _____									

COMBAT PROFILE WITH MISSILE WEAPON:									
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL	
								Attack Bonus	
								Speed	
								Initiative	
								Damage	
Base Weapon RoF: _____		Base Weapon Damage: _____							
Specialization	+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)				

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 -	d20p
		d20p-4
		d20p-6
		d20p-8

HIT POINTS: 51	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8
Wound #4	Wound #9
Wound #5	Wound #10

SPELLS (MEMORIZED SPELLS IN BOLD)							
LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	○						
JOURNEYMAN	○						
1	○ Cure Trifling Wound						
2	○ Cure Trivial Wound, Bless						
3	○ Faith Weapon						
4	○ Kismet, Reveal Pits & Snares						
5	○ Hallowed Weapon						
6	○ Hold in Place, True Strike						
7	○ Sanctify Weaponry						
8	○ Cure Moderate Wound, Rigor Mortis						
9	○ Faith Weaponry						
10	○ Cure Intermediate Wound, Find Item						
TOTAL SPELL POINTS		_____					
SPELL POINT TRACKER							
HUNDREDS □□□□ □□□□ □							
TENS ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○							
SINGLES □□□□ □□□□							
*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.							

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8			

PROFICIENCIES
light, medium & heavy armor, shield, longsword
dagger

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Fear of Heights	_____
Prematurely Gray	_____

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	81	37

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	_____
Fast Healer	_____
Charm Resistant	_____
Illusion Resistant	_____
50% chance to detect lies	_____
+4 saving throw bonus vs. spells that mislead	_____
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)	_____

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command	
Potion of Invisibility	
longsword +2	
chainmail +2	
medium shield +1	

Mundane Item	Location	Mundane Item	Location
dagger		wineskin (2 quart cap.)	
50' hemp rope		trail rations (3 days)	
6 torches		divine icon	
flint & steel		metal scroll case	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	32	%	Law (Int)	42
	Animal Husbandry (Wis)	18	%	Listening (Wis)	34
	Animal Mimicry (Wis)	18	%	Observation (Wis)	27
	Boating (Wis)	22	%	Oration (Cha)	39
	Cartography* (Int)	14	%	Persuasion (Cha)	24
	Climbing/Rappelling (Str, Dex)	9	%	Pick Pocket (Dex)	9
	Current Affairs (Wis)	18	%	Reading Lips (Int)	14
	Diplomacy (Cha)	15	%	Recruiting (Cha)	15
	Disguise (Int, Cha)	14	%	Resist Persuasion (Wis)	41
	Distraction (Cha)	35	%	Rope Use (Dex)	9
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	14
	Fire-Building (Wis)	25	%	Scrutiny (Wis)	18
	Glean Info. (Int, Wis, Cha)	14	%	Seduction, Art of (Cha, Lks)	13
	Hiding (Int, Dex)	9	%	Skilled Liar (Cha)	15
	Interrogation (Wis, Cha)	14	%	Sneaking (Dex)	9
	Intimidation (Str, Cha)	21	%	Survival (Wis, Con)	8
	Jumping (Str)	10	%	Torture (Int)	14
				Tracking (Wis)	18

Other Skills	Mastery
Religion (Courts of Justice)	80
Divine Lore	65
History, Ancient	31
Riding (equine)	25
First Aid	47

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **10** Alignment: **Neutral Good**

Race: **Human** Sex: _____ Age: **24** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Caregiver** (Anointed? Y N Handedness: **Righty**

HackMaster

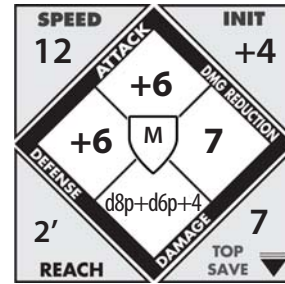
Character Record

EXPERIENCE	FOR NEXT LEVEL:
14,150	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

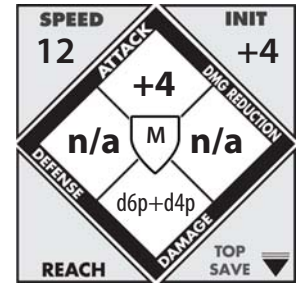
Quick References
Observation Check: -20
Listening Check: -04
Feat of Strength: d20p+1
Turn Undead: d20p+15

ABILITIES	12 / 50% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 215 lb CARRY (LBS) 56 lb DRAG (LBS) 538 lb
	10 / 41% INT	ATTACK MOD.
	13 / 90% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	12 / 09% DEX	INIT MOD. +1 ATTACK MOD. +1 DEFENSE MOD. +1 DODGE SAVING THROW BONUS 0 FEAT OF AGILITY +2
	14 / 05% CON	PHYSICAL SAVING THROW BONUS +1
	7 / 67% LKS	
	15 / 29% CHA	TURNING MOD. +5 MORALE MOD. +3
	128	HON WINDOW Great HON PENALTY WINDOW ≤23
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



combat profile for mace



combat profile for sling

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
22

Accumulated Building Points
1

Armor Worn

Body: plate mail (damage reduction = 7)

Shield: medium +2 (+ 8 defense, absorbs 8 hp)

DAMAGE TRACKER:
 -2 -1
 -3

Fatigue Factor

2

COMBAT PROFILE WITH MELEE WEAPON: mace +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	+1						+2	Attack Bonus +6
			-1		+2			Speed +1
	+2				+2			Initiative +4
	+2		+1		-5	+8		Defense +6
	+1		+1				+2	Damage +4

Base Weapon Speed: 11 Base Weapon Damage: d8p+d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3								Attack Bonus +3
					+2			Speed +2
	+2				+2			Initiative +4
								Damage

Base Weapon RoF: 10 Base Weapon Damage: d6p+d4p

Specialization	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41-80	d20p-4
81-120	d20p-6
121-160	d20p-8

Myopia Ranged Penalties:

41': -1 Attack
61': -2 Attack
81': -3 Attack
101': -4 Attack
121': -5 Attack
141': -6 Attack

HIT POINTS: 54

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/>						Cure Trivial Wound
2	<input type="radio"/>						Cure Minor Wound, Bless
3	<input type="radio"/>						Safe Haven
4	<input type="radio"/>						Cure Light Wound
5	<input type="radio"/>						Blessing
6	<input type="radio"/>						Holy Blessing
7	<input type="radio"/>						Cure Moderate Wound
8	<input type="radio"/>						Rigor Mortis
9	<input type="radio"/>						Cure Intermediate Wound
10	<input type="radio"/>						Paralysis

TOTAL SPELL POINTS

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
light, medium & heavy armor, shield, staff, sling, mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Needy	
Myopia	

TALENTS & RACIAL ABILITIES	BENEFITS:
Turn Undead	
Immune to Fear	+1 bonus to allies' fear saves (10' r)
Parry Bonus (mace)	
Charm Resistant	
Swiftblade (mace)	
Damage Bonus (mace)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	67	32

Mundane Item	Location	Mundane Item	Location
plate mail		wineskin (2 quart cap.)	
staff		trail rations (3 days)	
6 torches		divine icon	
flint & steel		Metal Scroll Case	
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
backpack			
woolen blanket			
mess kit			

Magic Items or Spell Component(s)	Effects/Notes
Healing Salve (9 uses)	
Potion of Sleep	
Scroll: Purify Food, Therapeutic Touch	
Scroll: Cure Small Wound, Endure Heat, Imperceptibility to Undead, Pepper Spray, Divine Steward	
medium shield +2	
mace +2	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	7	%	Law (Int)	8 %
	Animal Husbandry (Wis)	13	%	Listening (Wis)	-4 (16) %
	Animal Mimicry (Wis)	13	%	Observation (Wis)	-20 %
	Boating (Wis)	22	%	Oration (Cha)	14 %
	Cartography* (Int)	8	%	Persuasion (Cha)	14 %
	Climbing/Rappelling (Str, Dex)	-53 (7)	%	Pick Pocket (Dex)	-68 (7) %
	Current Affairs (Wis)	13	%	Reading Lips (Int)	8 %
	Diplomacy (Cha)	14	%	Recruiting (Cha)	27 %
	Disguise (Int, Cha)	8	%	Resist Persuasion (Wis)	13 %
	Distraction (Cha)	14	%	Rope Use (Dex)	7 %
	Escape Artist (Int, Dex)	7	%	Salesmanship (Int, Wis, Cha)	20 %
	Fire-Building (Wis)	23	%	Scrutiny (Wis)	31 %
	Glean Info. (Int, Wis, Cha)	8	%	Seduction, Art of (Cha, Lks)	7 %
	Hiding (Int, Dex)	-33 (7)	%	Skilled Liar (Cha)	14 %
	Interrogation (Wis, Cha)	13	%	Sneaking (Dex)	-73 (7) %
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	13 %
	Jumping (Str)	12	%	Torture (Int)	8 %
				Tracking (Wis)	13 %

Other Skills	Mastery
Religion (Church of Everlasting Hope)	72 %
First Aid	53 %
Cooking/Baking	42 %
Divine Lore	39 %
Swimming	14 %
Carpentry/Woodworking	18 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Cleric** Level: **10** Alignment: **Chaotic Good**

Race: **Human** Sex: _____ Age: **25** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **The Guardian** (Anointed? Y N Q) Handedness: **Righty**

HackMaster

Character Record

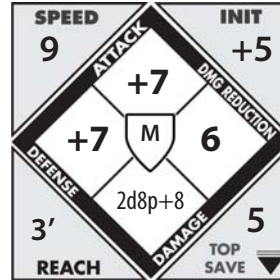
EXPERIENCE
14,150

FOR NEXT LEVEL:
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400
6TH = 4850
7TH = 6600
8TH = 8700
9TH = 11,200
10TH = 14,150

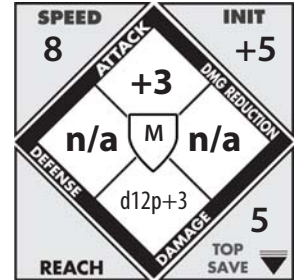
Quick References

Observation Check: 13
Listening Check: 03
Feat of Strength: d20p+8
Turn Undead: no

ABILITIES	15 / 91% STR	DMG. MOD. +3 FEAT OF STR. +8 LIFT (LBS) 267 lb CARRY (LBS) 99 lb DRAG (LBS) 668 lb
	10 / 47% INT	ATTACK MOD.
	14 / 02% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	10 / 33% DEX	INIT MOD. +2 ATTACK MOD. DEFENSE MOD. DODGE SAVING THROW BONUS FEAT OF AGILITY
	10 / 41% CON	PHYSICAL SAVING THROW BONUS
	11 / 39% LKS	
	12 / 65% CHA	TURNING MOD. n/a MORALE MOD. +1
	126	HON WINDOW Great HON PENALTY WINDOW ≤21
Honor	HONOR BONUSES OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>	
Fame	CATEGORY OF FAME:	



combat profile for scimitar



combat profile for javelin

PREVIOUS HIT POINT ROLL
7

Luck Points

Threshold of Pain
21

Accumulated Building Points
1

Armor Worn

Body: chainmail +1 (damage reduction = 6)
Shield: medium +2 (+8 defense, absorbs 8 hp)

DAMAGE TRACKER
-2 -1
-3

Fatigue Factor
3

COMBAT PROFILE WITH MELEE WEAPON: scimitar +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	0	+1	+1				+2	Attack Bonus +7
		-1	-1		+2			Speed 0
+3					+2			Initiative +5
+1	+1	+1			-4	+8		Defense +7
+3	+2	+1					+2	Damage +8

Base Weapon Speed: 9 Base Weapon Damage: 2d8p Reach: 3'

Specialization

Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input checked="" type="radio"/> (x BP)	<input checked="" type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+3	0							Attack Bonus +3
					+1			Speed +1
+3					+2			Initiative +5
+3								Damage +3

Base Weapon RoF: 7 Base Weapon Damage: d12p

Specialization

Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Rate of Fire	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

HIT POINTS: 52

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>						
JOURNEYMAN	<input type="radio"/>						
1	<input type="radio"/> Cure Trifling Wound						
2	<input type="radio"/> Cure Trivial Wound, Innocuousness						
3	<input type="radio"/> Springing						
4	<input type="radio"/> Flaming Weapon, Wall Walk						
5	<input type="radio"/> Cure Light Wound						
6	<input type="radio"/> Hold in Place						
7	<input type="radio"/> Sanctify Weaponry						
8	<input type="radio"/> Transmogrify						
9	<input type="radio"/> Levitation						
10	<input type="radio"/> Dismiss Enchantment						

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	10	22		

PROFICIENCIES
light, medium & heavy armor, shield, scimitar, knife,
javelin, horseman's mace

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Glutton	
Allergies: Pollen	

TALENTS & RACIAL ABILITIES	BENEFITS:
Freedom of Action	<i>may slip free of any bond & immune to spells that restrict/inhibit movement</i>
Hit Point Bonus	
Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (Scimitar)	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
knife		wineskin (2 quart cap.)	
50' hemp rope		trail rations (3 days)	
knife		divine icon	
leather boots		Quiver, javelins	
woolen trousers & tunic		4 javelins	
linen undershirt		horseman's mace	
woolen cloak			
leather belt			
2 small belt pouches			
backpack			

Magic Items or Spell Component(s)	Effects/Notes
Strength of Iron Brew	
Scimitar +2	
Medium Shield +2	
Scroll: Blessing, Create Water, Seraphic Weapon	
Robes of Storage	
Chainmail +1	
Wand of Mighty Weapons (48 charges)	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	11	%	Law (Int)	9
	Animal Husbandry (Wis)	13	%	Listening (Wis)	3 (13)
	Animal Mimicry (Wis)	13	%	Observation (Wis)	13
	Boating (Wis)	13	%	Oration (Cha)	12
	Cartography* (Int)	19	%	Persuasion (Cha)	12
	Climbing/Rappelling (Str, Dex)	-27 (8)	%	Pick Pocket (Dex)	-52 (8)
	Current Affairs (Wis)	21	%	Reading Lips (Int)	19
	Diplomacy (Cha)	12	%	Recruiting (Cha)	25
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	19
	Distraction (Cha)	12	%	Rope Use (Dex)	8
	Escape Artist (Int, Dex)	9	%	Salesmanship (Int, Wis, Cha)	9
	Fire-Building (Wis)	13	%	Scrutiny (Wis)	13
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	11
	Hiding (Int, Dex)	-32 (8)	%	Skilled Liar (Cha)	12
	Interrogation (Wis, Cha)	27	%	Sneaking (Dex)	-42 (8)
	Intimidation (Str, Cha)	12	%	Survival (Wis, Con)	15
	Jumping (Str)	15	%	Torture (Int)	9
			Torture (Int)	9	
			Tracking (Wis)	43	

Other Skills	Mastery
Religion (Face of the Free)	64
Animal Training (dogs)	18
First Aid	52
Divine Lore	31
Lock Picking	6 (31)
Swimming	26
Riding (equine)	14

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

HackMaster

Character Record

Character: _____ Class: **Mage** Level: **10** Alignment: _____

Race: **Human** Sex: _____ Age: **33** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Handedness: **Righty**

7 / 60% STR	DMG. MOD. -2	FEAT OF STR. -4	LIFT (LBS) 157 lb	CARRY (LBS) 38 lb	DRAG (LBS) 393 lb
14 / 06% INT	ATTACK MOD. +1				
10 / 27% WIS	INIT MOD. +2	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
13 / 02% DEX	INIT MOD. 0	ATTACK MOD. +1	DEFENSE MOD. +2	DODGE SAVING THROW BONUS +1	FEAT OF AGILITY +3
12 / 09% CON	PHYSICAL SAVING THROW BONUS				
11 / 13% LKS					
14 / 05% CHA	TURNING MOD.		MORALE MOD.		
135	HON WINDOW Great		HON PENALTY WINDOW ≤23		
Honor	HONOR BONUS OR PENALTIES: <i>1 mulligan per session +1 to a die roll per session</i>				
Fame	CATEGORY OF FAME:				

EXPERIENCE 14,150

FOR NEXT LEVEL:
 2ND = 400
 3RD = 1200
 4TH = 2200
 5TH = 3400
 6TH = 4850
 7TH = 6600
 8TH = 8700
 9TH = 11,200
 10TH = 14,150

Quick References

Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-4
Turn Undead:

COMBAT PROFILE FOR STAFF

STATS: SPEED 13, ATTACK +4, INIT +3, DEFENSE +3, DAMAGE 2d4p+2, REACH 8', TOP SAVE 6

combat profile for staff
roll d20p defense die vs. 1 attack; d20p-4 thereafter

COMBAT PROFILE FOR LIGHT CROSSBOW

STATS: SPEED 20, ATTACK +3, INIT +3, DEFENSE n/a, DAMAGE 2d6p, REACH n/a, TOP SAVE 6

combat profile for light crossbow
roll d20p defense die vs. 1 attack; d20p-4 thereafter

PREVIOUS HIT POINT ROLL
4

Luck Points

Threshold of Pain
16

Accumulated Building Points

Armor Worn

Body: **thick robes** (damage reduction = 1)
 Shield: **none** (+ ___ defense, absorbs ___ hp)

DAMAGE TRACKER
 -2 -1

Fatigue Factor
-1

COMBAT PROFILE WITH MELEE WEAPON: staff +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+2						+1	Attack Bonus +4
								Speed
+1	+2	+1	+1		-1			Initiative +3
	+2							Defense +3
	-2					+1		Damage -1

Base Weapon Speed: 13 Base Weapon Damage: 2d4p+3 Reach: 8'

Specialization +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: light crossbow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+1	+2							Attack Bonus +3
								Speed
+1	+2							Initiative +3
	-2							Damage -2

Base Weapon RoF: 20 Base Weapon Damage: 2d6p

Specialization +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 60	d20p
61-100	d20p-4
101-140	d20p-6
141-180	d20p-8

HIT POINTS: 40

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

SPELLS (MEMORIZED SPELLS IN BOLD)

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/> Amp. Illumination, Fire Finger						
JOURNEYMAN	<input type="radio"/> Candlelight, Tireless Run						
1	<input type="radio"/> Doze, Planar Servant						
2	<input type="radio"/> Frighten, Illusory Leather Armor						
3	<input type="radio"/> White Hot Metal, Withstand Fire						
4	<input type="radio"/> Enfeeble, Memory Wipe (lesser), Shadowskin						
5	<input type="radio"/> Entrancing Lightshow, Munz's Bolt of Acid, Panic						
6	<input type="radio"/> Boost Strength, Telepathic Mute						
7	<input type="radio"/> Induce Nervousness, Retard Reaction						
8	<input type="radio"/> Force Grenade, Phantom Horse						
9	<input type="radio"/> Lightning Bolt, Resist Fire						
10	<input type="radio"/> Dismiss Enchantment						

TOTAL SPELL POINTS 1030

SPELL POINT TRACKER

HUNDREDS

TENS

SINGLES

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	3	14		

PROFICIENCIES
dagger, magical transcription, staff, crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Absent Minded	
Flatulence	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Kalamaran	82	51

TALENTS & RACIAL ABILITIES	BENEFITS:
+5 Save Bonus vs. Spells	
Parry Bonus (staff)	
Mitigate Spell Fatigue	
Illusion Resistant	
Combat Casting	

Magic Items or Spell Component(s)	Effects/Notes
Potion of Buoyancy	
Wand of Summoning (4 charges)	
Scroll: Enfeeble, Memory Wipe (lesser)	
Scroll: Bottomless Pouch, Transmogrify, Entrancing Lightshow	
Staff +1	
Wand of Water (59 charges)	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen trousers & tunic	
dagger		linen undershirt	
staff		woolen cloak	
light crossbow		leather belt	
quarrel case (hunting)		2 small belt pouches	
20 bolts		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel		standard rations (1 week)	
10 pages vellum		signal whistle	
2 metal scroll cases		wool blanket	
4 quills		chalk	
6 oz. black ink		spell components	
brass signal mirror			
leather boots			

SKILLS

Universal Skills	Mastery [†]
Acting (Lks, Cha)	11 %
Animal Husbandry (Wis)	21 %
Animal Mimicry (Wis)	9 %
Boating (Wis)	9 %
Cartography* (Int)	13 %
Climbing/Rappelling (Str, Dex)	5 %
Current Affairs (Wis)	9 %
Diplomacy (Cha)	13 %
Disguise (Int, Cha)	13 %
Distraction (Cha)	13 %
Escape Artist (Int, Dex)	11 %
Fire-Building (Wis)	17 %
Glean Info. (Int, Wis, Cha)	19 %
Hiding (Int, Dex)	11 %
Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	5 %
Jumping (Str)	5 %

Law (Int)	13 %
Listening (Wis)	22 %
Observation (Wis)	20 %
Oration (Cha)	13 %
Persuasion (Cha)	13 %
Pick Pocket (Dex)	11 %
Reading Lips (Int)	13 %
Recruiting (Cha)	23 %
Resist Persuasion (Wis)	14 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	19 %
Scrutiny (Wis)	19 %
Seduction, Art of (Cha, Lks)	11 %
Skilled Liar (Cha)	13 %
Sneaking (Dex)	11 %
Survival (Wis, Con)	9 %
Torture (Int)	13 %
Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	50 %
cooking/baking	19 %
reading lips	20 %
history, ancient	44 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	12		

PROFICIENCIES
short sword, staff, dagger, short bow,
magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Paranoid	
Hard of Hearing	

TALENTS & RACIAL ABILITIES	BENEFITS:
Less Sleep	
Elves gain +50 Hiding bonus in natural terrain	
Parry Bonus (short sword)	
Crack Shot (short bow)	
+5 save bonus vs. spells	
Mitigate Spell Fatigue	
Precision Aiming	

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL
Elven	74	51
Kalamaran	42	

Mundane Item	Location	Mundane Item	Location
thick robes		woolen cloak	
2 short swords		leather belt	
dagger		2 small belt pouches	
short bow		backpack	
quiver, hunting		wineskin (2 quart cap.)	
12 arrows		trail rations (3 days)	
miner's lantern		wool blanket	
1 pint lamp oil		2 metal scroll cases	
flint & steel		spell book	
4 pages vellum		<i>spell components</i>	
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			

Magic Items or Spell Component(s)	Effects/Notes
Wand of Illumination (24 charges)	
Scroll: Scorch	
Potion of Giantism	
Potion of Water Breathing	
Wand of Summoning (14 charges)	
Potion of Sleep	
Healing Potion	
Short Bow +2	
Scroll: Lightning Bolt	

SKILLS	Universal Skills	Mastery [†]			
	Acting (Lks, Cha)	9	%	Law (Int)	16
	Animal Husbandry (Wis)	15	%	Listening (Wis)	7
	Animal Mimicry (Wis)	15	%	Observation (Wis)	20
	Boating (Wis)	15	%	Oration (Cha)	9
	Cartography* (Int)	34	%	Persuasion (Cha)	9
	Climbing/Rappelling (Str, Dex)	7	%	Pick Pocket (Dex)	11
	Current Affairs (Wis)	15	%	Reading Lips (Int)	16
	Diplomacy (Cha)	9	%	Recruiting (Cha)	9
	Disguise (Int, Cha)	9	%	Resist Persuasion (Wis)	22
	Distraction (Cha)	9	%	Rope Use (Dex)	11
	Escape Artist (Int, Dex)	11	%	Salesmanship (Int, Wis, Cha)	27
	Fire-Building (Wis)	24	%	Scrutiny (Wis)	20
	Glean Info. (Int, Wis, Cha)	9	%	Seduction, Art of (Cha, Lks)	9
	Hiding (Int, Dex)	19	%	Skilled Liar (Cha)	9
	Interrogation (Wis, Cha)	9	%	Sneaking (Dex)	16
	Intimidation (Str, Cha)	7	%	Survival (Wis, Con)	5
	Jumping (Str)	15	%	Torture (Int)	16
			Tracking (Wis)	15	

Other Skills	Mastery
arcane lore	70
history, ancient	37

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **10** Alignment: _____Race: **Human** Sex: _____ Age: **19** Height: _____ Weight: _____ Hair: _____ Eyes: _____Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

ABILITIES	12 / 75% STR	DMG. MOD. +1 FEAT OF STR. +1 LIFT (LBS) 220 lb CARRY (LBS) 61 lb DRAG (LBS) 550 lb
	15 / 54% INT	ATTACK MOD. +2
	10 / 30% WIS	INIT MOD. +2 DEFENSE MOD. 0 MENTAL SAVING THROW BONUS
	16 / 17% DEX	INIT MOD. -2 ATTACK MOD. +3 DEFENSE MOD. +4 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +9
	8 / 31% CON	PHYSICAL SAVING THROW BONUS -1
	11 / 76% LKS	
	12 / 47% CHA	TURNING MOD. n/a MORALE MOD. +1
	123 Honor	HON WINDOW Great HON PENALTY WINDOW ≤23 HONOR BONUSES OR PENALTIES: 1 mulligan per session +1 to a die roll per session
Fame	CATEGORY OF FAME: Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly	

EXPERIENCE	FOR NEXT LEVEL:
14,150	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

Quick References
Observation Check: 27
Listening Check: 48
Feat of Strength: d20p+1
Turn Undead:

SPEED 7	INIT -3
ATTACK +10	DMG REDUCTION 4
DEFENSE +10	DAMAGE 2d8p+4
REACH 3 1/2'	TOP SAVE 4

longsword+dagger

SPEED 6	INIT -3
ATTACK +10	DMG REDUCTION 4
DEFENSE +7*	DAMAGE 2d4p+4
REACH 1'	TOP SAVE 4

dagger +2 (roll d20-4 for DEF)

SPEED 12	INIT -3
ATTACK +7	DMG REDUCTION n/a
DEFENSE n/a	DAMAGE 2d6p
REACH n/a	TOP SAVE n/a

short bow

SPEED 11	INIT -3
ATTACK +7	DMG REDUCTION 4
DEFENSE +7	DAMAGE d8p+d6p+1
REACH 2'	TOP SAVE n/a

silvered mace+dagger

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 (+ dagger +2)										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+2	+5	+1					+2	Attack Bonus	+10	
		-2	-1					Speed	-2	
-3	0							Initiative	-3	
	+4	+2 (+2)	+1 (+1)		0			Defense	+10	
	+1	+1					+2	Damage	+4	
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'						
Specialization		+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Speed	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Notes: 2 weapon style, secondary defense										

COMBAT PROFILE WITH MELEE WEAPON #2: dagger +2										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+2	+5	+1					+2	Attack Bonus	+10	
		-1						Speed	-1	
-3	0							Initiative	-3	
	+4	+2	+1		0			Defense	+7	
	+1	+1					+2	Damage	+4	
Base Weapon Speed: 7		Base Weapon Damage: 2d4p		Reach: 1'						
Specialization		+1	+2	+3	+4	+5				
Attack	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Speed	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Defense	● (x BP)	● (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Damage	● (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Notes:										

Missile Weapon Ranges	Distance (ft)	Attack Die
	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8

PREVIOUS HIT POINT ROLL 5	Luck Points 30	Threshold of Pain 19	Accumulated Building Points 3
Armor Worn Body: leather +2 (damage reduction = 4) Shield: _____ (+ ___ defense, absorbs ___ hp)		Fatigue Factor 1	
DAMAGE TRACKER -2			

HIT POINTS: 46			
POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: short bow										
LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL		
+2	+5							Attack Bonus	+7	
								Rate of Fire	0	
-3	0							Initiative	-3	
	+1*							Damage	0	
Base Weapon RoF: 12		Base Weapon Damage: 2d6p								
Specialization		+1	+2	+3	+4	+5				
Attack	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Rate of Fire	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					
Damage	○ (x BP)	○ (2x BP)	○ (3x BP)	○ (4x BP)	○ (5x BP)					

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	58	27	

PROFICIENCIES
light armor, dagger, knife (melee), longsword, crossbow,
short bow, mace

GEMS: 100 sp, 50 sp

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Greedy _____
Colorblind _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	70	25
_____	_____	_____
_____	_____	_____
_____	_____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Parry Bonus (longsword & dagger)	_____
Initiative Bonus (roll 2 die type lower)	_____
Rearward Strike (bypass 5 DR when striking from behind)	_____
Superior Defense (Near Perfect Defense on natural 18-19)	_____
Backstab (damage dice penetrate on max & max-1)	_____
Swiftblade (longsword)	_____
_____	_____
_____	_____

Magic Items or Spell Component(s)	Effects/Notes
Potion of Sleep	_____
Wand of Flowers (27 charges)	_____
Potion of Healing	_____
Longsword +2	_____
Linens of Healing	_____
Dagger +2	_____
Leather Armor +2	_____
_____	_____
_____	_____

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
silvered dagger	_____	_____	2 small belt pouches	_____	_____
knife	_____	_____	knapsack	_____	_____
thieves' tools	_____	_____	wineskin (2 quart cap.)	_____	_____
50' silk rope	_____	_____	trail rations (3 days)	_____	_____
6 torches	_____	_____	sheet of vellum	_____	_____
flint & steel	_____	_____	quill	_____	_____
2 large canvas sacks	_____	_____	1 oz. ink	_____	_____
leather boots	_____	_____	short bow	_____	_____
woolen trousers & tunic	_____	_____	war quiver	_____	_____
linen undershirt	_____	_____	16 arrows	_____	_____
woolen cloak	_____	_____	4 silvered arrows	_____	_____
leather belt	_____	_____	silvered mace	_____	_____
_____	_____	_____	_____	_____	_____

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	19 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	17 %
	Climbing/Rappelling (Str, Dex)	48 %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	25 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	23 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	63 %
Interrogation (Wis, Cha)	9 %	
Intimidation (Str, Cha)	12 %	
Jumping (Str)	12 %	

Law (Int)	15 %
Listening (Wis)	48 %
Observation (Wis)	27 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Skilled Liar (Cha)	12 %
Sneaking (Dex)	70 %
Survival (Wis, Con)	9 %
Torture (Int)	15 %
Tracking (Wis)	9 %

Other Skills	Mastery
disarm trap	53 %
gambling	21 %
lock picking	79 %
ID trap	58 %
appraisal (gems & jewelry)	28 %
appraisal (artwork)	24 %
appraisal (textiles)	27 %
swimming	9 %
riding (equine)	16 %
_____	_____ %
_____	_____ %
_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: **Thief** Level: **10** Alignment: _____

Race: **Halfling** Sex: _____ Age: **35** Height: _____ Weight: _____ Hair: _____ Eyes: _____

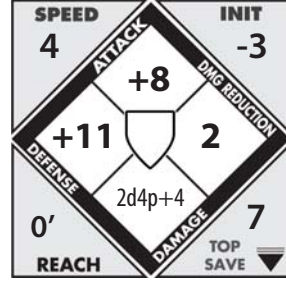
Patron God(s): _____ (Anointed? N Q) Handedness: **Righty**

EXPERIENCE	FOR NEXT LEVEL:
14,150	2ND = 400
	3RD = 1200
	4TH = 2200
	5TH = 3400
	6TH = 4850
	7TH = 6600
	8TH = 8700
	9TH = 11,200
	10TH = 14,150

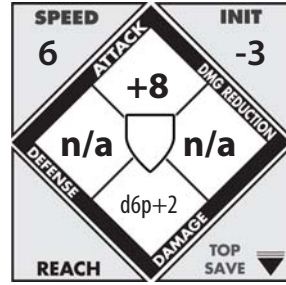
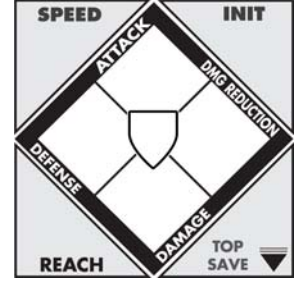
Quick References
Observation Check: 73
Listening Check: 61
Feat of Strength: d20p-3
Turn Undead:

ABILITIES	8 / 53% STR	DMG. MOD. -1 FEAT OF STR. -3 LIFT (LBS) 173 lb CARRY (LBS) 40 lb DRAG (LBS) 433 lb
	12 / 60% INT	ATTACK MOD. +1
	13 / 10% WIS	INIT MOD. +1 DEFENSE MOD. +1 MENTAL SAVING THROW BONUS +1
	15 / 05% DEX	INIT MOD. -1 ATTACK MOD. +2 DEFENSE MOD. +2 DODGE SAVING THROW BONUS +2 FEAT OF AGILITY +7
	14 / 30% CON	PHYSICAL SAVING THROW BONUS +1
	10 / 89% LKS	
	11 / 11% CHA	TURNING MOD. n/a MORALE MOD. +1
	126 Honor	HON WINDOW Great HON PENALTY WINDOW ≤23 <i>1 mulligan per session</i> HONOR BONUSES OR PENALTIES: +1 to a die roll per session
Fame	CATEGORY OF FAME:	

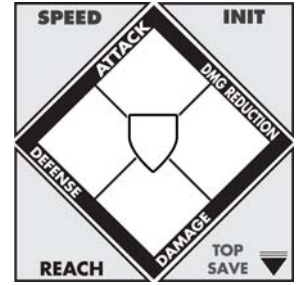
Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly



dagger+dagger



throwing knife +2



COMBAT PROFILE WITH MELEE WEAPON #1: dagger+2 w/ dagger+1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+3	+1					+2	Attack Bonus +8
		-2	-1					Speed -3
-3	0							Initiative -3
	+3	+2 (+2)	+1 (+1)	+4	-2			Defense +11
	-1	+2	+1				+2	Damage +4

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes: 2 weapon style, secondary defense

PREVIOUS HIT POINT ROLL
3

Luck Points
30

Threshold of Pain
18

Accumulated Building Points

Armor Worn

Body: **leather** (damage reduction = 2)

Shield: _____ (+ ___ defense, absorbs ___ hp)

DAMAGE TRACKER: -2

Fatigue Factor

-3

COMBAT PROFILE WITH MELEE WEAPON #2:

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Speed: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Defense: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ○ (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Notes:

HIT POINTS: 44

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21-30	d20p-4
31-40	d20p-6
41-50	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
+2	+3	+1					+2	Attack Bonus +8
								Rate of Fire 0
-3	0							Initiative -3
	-1	+1					+2	Damage +2

Base Weapon RoF: 7 Base Weapon Damage: d6p

Specialization: +1 (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Attack: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Rate of Fire: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

Damage: ● (x BP) ○ (2x BP) ○ (3x BP) ○ (4x BP) ○ (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	7	25		

PROFICIENCIES
light armor, dagger, knife (melee & throwing),
short sword, shields

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Quick Tempered _____
Pocking _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Kalamaran	75	28

TALENTS & RACIAL ABILITIES	BENEFITS:
Damage Bonus, Parry Bonus, Swiftblade (dagger)	
Initiative Bonus (roll 2 die type lower <i>unless using shield then 1</i>)	
Rearward Strike (bypass 5 DR when striking from behind)	
Superior Defense (Near Perfect Defense on natural 18-19)	
Backstab (damage dice penetrate on max & max-1)	
Halflings gain +50 Hiding bonus in natural terrain	

Magic Items or Spell Component(s)	Effects/Notes
silvered dagger +2	
dagger +1	
throwing knife +2	
minor healing potion	
healing potion	
potion of mind control	
potion of water breathing	
robes of storage	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
leather armor			wineskin (2 quart cap.)		
3 throwing knives			trail rations (3 days)		
thieves' tools					
30' hemp rope					
6 candles					
flint & steel					
2 pieces of chalk					
leather boots					
woolen trousers & tunic					
linen undershirt					
woolen cloak					
leather belt					

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	17 %
	Boating (Wis)	12 %
	Cartography* (Int)	12 %
	Climbing/Rappelling (Str, Dex)	35 %
	Current Affairs (Cha)	19 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	32 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	28 %
	Hiding (Int, Dex)	60 %
Interrogation (Wis, Cha)	10 %	
Intimidation (Str, Cha)	6 %	
Jumping (Str)	6 %	

Law (Int)	12 %
Listening (Wis)	61 %
Observation (Wis)	73 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	42 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	38 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	85 %
Survival (Wis, Con)	12 %
Torture (Int)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
ID trap	58 %
disarm trap	43 %
lock picking	45 %
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
appraisal (sundries)	18 %
appraisal (spices & perfumes)	19 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent