Personal data

Player :_____
Name :_____
Race :_____
Height :_____ Size :_____
Weight :_____ Skin :_____
Hair :_____ Eyes :_____
Vision :_____ Hand :_____
Age :_____ Status :_____
Sex :_____ AP :___/ ___

Personal specials:

_____
_____
_____
_____

Personal traits:

_____
_____
_____

Profession:

_____

Level / Experience

____/_____/_____

Statistics

	Temporary	Potential	Bonus	Total	Points
Constitution					
Agility					
Self **D**iscipline					
Memory					
Reasoning					
Quickness					
Strength					
Presence					
Empathy					
Intuition					
Total Points					

Money / Coins

Mithril :_____
Platin :_____
Gold :_____
Silver :_____
Bronce :_____
Copper:_____

Characters maximum coin capacity :_____

Birth Date :___/___/_____ _____
End Date :___/___/_____ _____

Other factors

Race max hits :_____
Diety :_____
Base rate :_____/_____

Realm :_____
PP/Level :____/____
Base attack :_____
Spell gain % :_____ %
Spell list cost :_____ DP.
Will power :_____
Soul departure :_____ Rnd.
Recovery factor :_____

Resistence

	Statistic	Racial Bonus	Total Resistance
Essence	Em		
Channeling	In		
Mentalism	Pr		
Disease	Co		
Fear	Pr		
Poison			

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By: Gunner & Sarah MacIntyre
(June 1, 2005)

Skills

	Statistic	Statistical Bonus	Special Bonus	Level Bonus	Rank Bonus	**Skill Total**	Ranks	Rank Cost		Statistic	Statistical Bonus	Special Bonus	Level Bonus	Rank Bonus	**Skill Total**	Ranks	Rank Cost
1 Hand Edged	St																
1 Hand Concussion	St																
2 Hand Weapons	St																
Throwing	St/Ag																
Missile	Ag																
Pole Arms	St																
Brawling	St/Ag																
Body Development	10 +Co																
Runes	Em/In																
Use Item	Em/In																
Directed Spells	Ag																
Channeling	In																
Move Soft	Qu																
Move Rigid	Qu																
Move Chain	Ag																
Move Plate	Ag																
General Perception	In/Re																
Pick Lock	In/Re																
Disarm Trap	In/Ag																
Climb	Ag																
Swim	Ag																
Ride	Em/Ag																
Stalk / Hide	SD/Ag																
Ambush																	

Herbs'n Poisons

Name	Effect	Time	Form	AF	Level	Quantity

Immunities and addictions

Languages

Language rank cost: ______

Languages	Spoken	Written

Mount

Type:______________________________ Size:____/____

Speed :___________ Initiativ:______ Hits:_____________

DB:______ Attack:_________/__________/__________

Armour Type:____ Capacity:_______Lbs.

Mountet Attack Bonus:______ Name:______________

Equipment on mount	Weight

Equipment in saddle bags	Weight
Total mass carried by mount	

Food	Days	Weight

Weight	Armors	Qu Modifier	Movement Modifier	Movement Total	Movement Rate	Armor Hits	DB

	Clothing and gear	

Sack / Backpack	Weight
Present Weight	
Maximum Capacity	

	Arrows, bolts & other missile ammo				
	Type	Ammo. Bonus	Current Amount	Breakage Factor	Strength

Hidden things	Location

	Weapons	Weapon Bonus	Fumble	Offensive Bonus	Breakage Factor	Strength

	Weapon Belt	Weapon Bonus	Fumble	Offensive Bonus	Breakage Factor	Strength

Encumbrance	
Mass of character	
Total mass of backpack/sack	
Total mass worn	
Total mass carried	
Mass total	
Maximum capacity of character	
Portaging modifier	
Total encumbrance modifier	

Initiativ	
Base :_____	Base :_____
Special :_____	Special :_____
AT ini. mod. :_____	AT ini. mod. :_____
Shield :_____	Shield :_____
_____ :_____	_____ :_____
_____ :_____	_____ :_____
Total :_____	**Total** :_____

Power points	Hit points	
Total power points:_____	Total hit points:_____	Hits per rnd
	Minimum hits:_____	

Defence	Melee	Missile/Dir Sp	Area attack
Base			
Special			
Amor Qu modifier			
Armor bonus			
Shield			
Total			

Armor hits remaining
AT( ) :
AT( ) :
AT( ) :

Characters Known Spell Lists

List :_____	Range	Area	Duration	List :_____	Range		Duration	List :_____	Range	Area	Duration

List :_____	Range	Area	Duration	List :_____	Range	Area	Duration	List :_____	Range	Area	Duration