

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

Character Record

ABILITIES	/ %	STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	/ %	INT	ATTACK MOD.				
	/ %	WIS	INIT MOD.	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
	/ %	DEX	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	/ %	CON	PHYSICAL SAVING THROW BONUS				
	/ %	LKS					
	/ %	CHA	TURNING MOD.		MORALE MOD.		
	Honor	HON WINDOW		HON PENALTY WINDOW			
	HONOR BONUSES OR PENALTIES:						
	CATEGORY OF FAME:						
Fame	Morale: ☐ Hero ☐ Fearless ☐ Brave ☐ Steady ☐ Nervous ☐ Cowardly						

EXPERIENCE	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:
Listening Check:
Feat of Strength:
Turn Undead:

A diamond-shaped diagram with a central shield icon. The four points of the diamond are labeled: **ATTACK** (top), **DMG REDUCTION** (right), **DAMAGE** (bottom), and **DEFENSE** (left). The four edges of the diamond are labeled: **SPEED** (top-left), **INIT** (top-right), **TOP SAVE** (bottom-right), and **REACH** (bottom-left).

combat profile for:

combat profile for:

PREVIOUS
HIT POINT ROLL

Luck Points 

Threshold of Pain

Accumulated Building Points

Armor Worn

Body: _____ (damage reduction = ____)

Shield: _____ (+ ____ defense, absorbs ____ hp)

DAMAGE TRACKER -1

-2 -3

Fatigue Factor



COMBAT PROFILE WITH MELEE WEAPON: _____

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	☐	(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 Speed: _____							Base Weapon Damage: _____	
Specialization							Reach: _____	
	+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: _____			
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	

LEVEL	MEMORIZED?	SPELLS*							
		SPELL(S)	Base	BP	Range	Area	Speed	Duration	Damage
APPRENTICE	☐								
JOURNEYMAN	☐								
1	☐								
2	☐								
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.*

