

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:						
Fame	CATEGORY OF FAME:						
Morale: ☐ Hero ☐ Fearless ☐ Brave ☐ Steady ☐ Nervous ☐ Cowardly							

Armor Worn

Body: _____ (damage reduction = ____ %)

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

DAMAGE TRACKER

-1	-2	-3	



**ACCUMULATED
BUILDING POINTS**



Threshold of Pain

EXPERIENCE

FOR NEXT LEVEL:

2ND = 400

3RD = 1200

4TH = 2200

5TH = 3400

6TH = 4850

7TH = 6600

8TH = 8700

9TH = 11200

10TH = 14150

Hit Points: _____		Previous Hit Point Roll: _____	
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 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
								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: _____

		SPELLS*							
LEVEL	MEMORIZED?	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.*

Missile Weapon Ranges

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



Specialization cost varies by class. Replace 'x' with these values based on your character's class.

