



NAME: _____

RACE: _____

HAIR/EYES: _____

DESCRIPTORS: _____

STR

DEX

LOG

WIL

MORAL CODE

Aspect (circle one)

Kind/Cruel

Focused/Unfocused

Selfless/Selfish

Honorable/Deceitful

Brave/Cowardly

Somewhat
Very
Totally

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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BP

INIT

DR

MOV

SKILLS

Ability

Level

P/S

Score*

Notes

Cleric**	WIL/2	x10		%	Blessings, Detect Aura, Miracles, Smite
Enchanter**	LOG/2	x10		%	Alchemy, Enchantment, Runecraft, Familiar
Leader**	WIL/2	x10		%	Battle Commander, Guardian, Leader, Warlord
Scholar**	LOG/2	x10		%	Diplomat, High Scholar, Historian, Signs & Portents
Scout	LOG/2	x10		%	Animal Handling, Navigation, Survival, Tracking
Spellcaster**	LOG/2	x10		%	High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand
Thief	DEX/2	x10		%	Deception, Security Systems, Sleight of Hand, Stealth
Warrior (melee)	STR/2	x10		%	Melee, Unarmed combat
(ranged)	DEX/2			%	Marksman, Thrown weapons

* Half the listed Ability, +10 per Level, +20 if Primary skill, +10 if Secondary skill.

** These skills cannot be used unless you have at least one Level.

ABILITIES / NOTES

EQUIPMENT

Gold

Weapon

Range

Score

Damage

Notes

		%		
		%		
		%		
Unarmed	--	%	1D/2	



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		%		
		%		
Unarmed	--	%	1D/2	