



NAME: \_\_\_\_\_  
RACE: \_\_\_\_\_  
HAIR/EYES: \_\_\_\_\_  
DESCRIPTORS: \_\_\_\_\_



RANK: \_\_\_\_\_  
DP: EARNED SPENT  
GENDER: \_\_\_\_\_

**MORAL CODE**

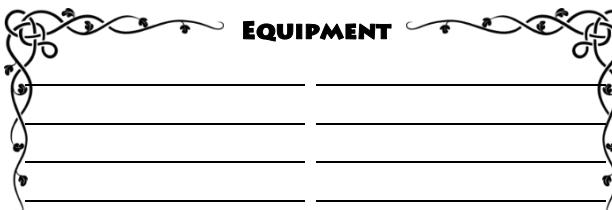
Aspect (circle one)	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**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
Spelcaster**	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

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DP: EARNED SPENT

**GENDER:** \_\_\_\_\_**MORAL CODE****MORAL CODE**

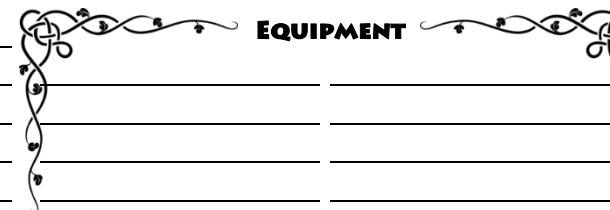
Aspect (circle one)	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**ABILITIES / NOTES****EQUIPMENT**

Gold

**Weapon****Range****Score****Damage****Notes**

		%		
		%		
		%		
Unarmed	--	%	1D/2	

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		%		
		%		
		%		
Unarmed	--	%	1D/2	