

Troll & Hero Play Sheets

Tim Doty



Troll & Hero: Play Sheets

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SECTION I

CHARACTER SHEETS.....2

BASE CHARACTER SHEET.....3

GENERAL CHARACTER SHEET.....7

FIGHTER.....9

Martial Artist11

Elementalist.....13

Weapon Master.....15

Soldier17

SPELL CASTER.....19

Hedge Wizard21

Adept.....23

Common Adept.....25

Mage.....27

Magician.....29

Thaumaturge.....31

Wizard33

Sorcerer35

ROGUE.....37

Thief39

Knave.....41

Assassin.....43

Ranger45

PRIEST.....47

Holy Warrior.....49

Cleric51

Druid.....53

SUMMONER.....55

Theurgist.....57

Shaman59

Goetic Summoner.....61

SCHOLAR.....63

Psychic.....65

Mystic.....67

Unraveler.....69

SECTION 2

SPELL SHEETS.....	72
SPELL CASTER SPELL LIST.....	73
HEDGE WIZARD CANTRIP LIST.....	75
ADEPT SPELL LIST.....	77
MAGE SPELL LIST.....	78
MAGICIAN SPELL LIST.....	79
MAGICIAN SPELL LIST.....	80
PRIEST SACRAMENT LIST.....	81
MINIONS.....	83
THEURGE SHEET.....	83
MAJOR THEURGE SHEET.....	85
ADDITIONAL THEURGE POWERS SHEET.....	87
MINION SHEET.....	89
MULTI-MINION SHEET.....	91

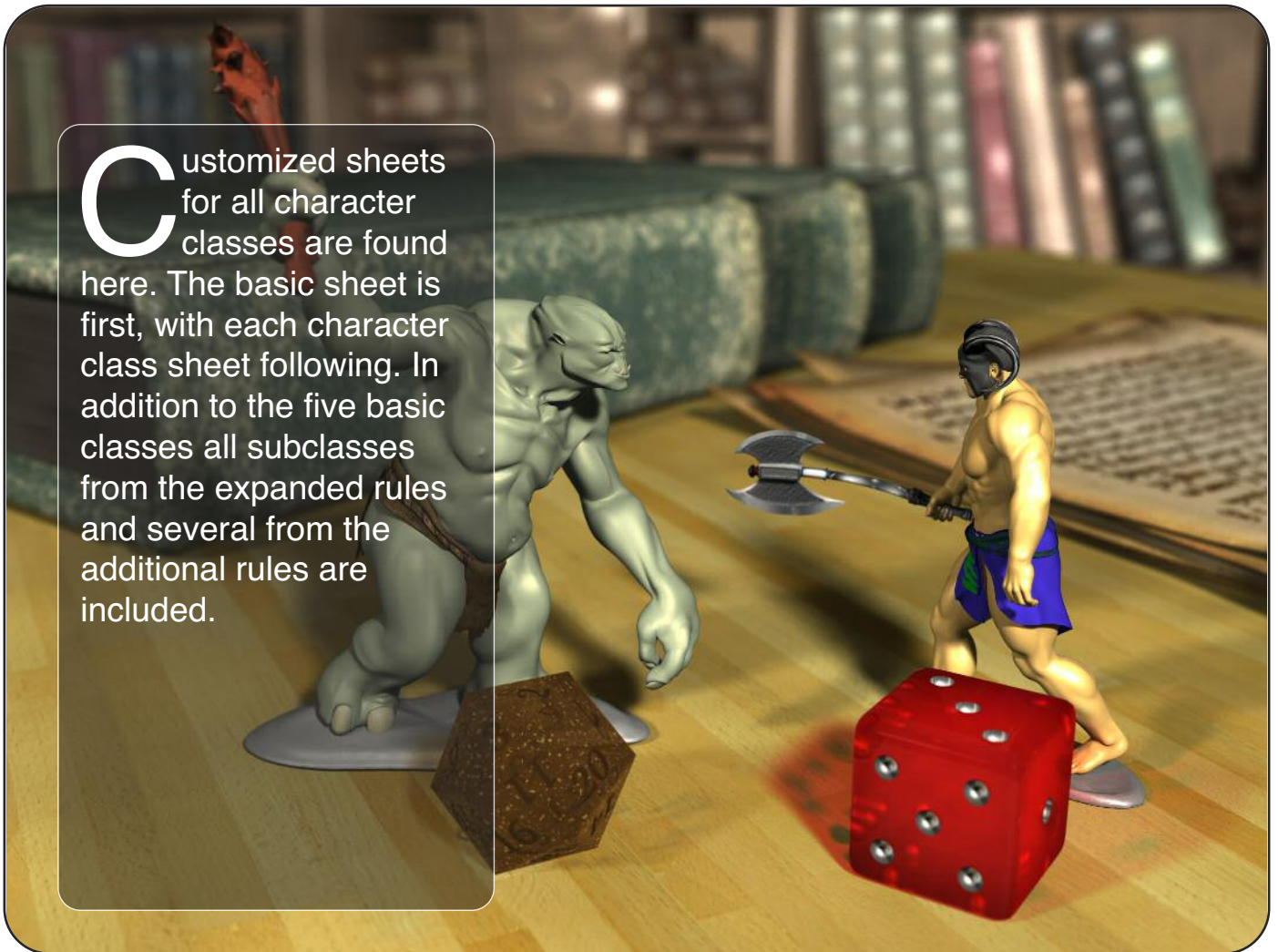
SECTION 3

EXAMPLE SHEETS.....	94
ALPHONSE (BEGINNING CHARACTER).....	95
ÁLF (BEGINNING CHARACTER).....	99
ÁLF (FIFTH LEVEL).....	103
RÚNOLF (BEGINNING CHARACTER).....	107
RÚNOLF (FIFTH LEVEL).....	113
LUVEN LIGHTBOW (BEGINNING CHAR.).....	119
HRAF NILS (BEGINNING CHAR.).....	123
CWM BELOR (BEGINNING CHAR.).....	127

SECTION 1

CHARACTER SHEETS

Customized sheets for all character classes are found here. The basic sheet is first, with each character class sheet following. In addition to the five basic classes all subclasses from the expanded rules and several from the additional rules are included.



CHARACTER SHEETS



The first character sheet is the plain, basic character sheet. Each of the ones that follows has as many of the primary, secondary, recommended and general skills identified as is feasible. They are omitted when they cannot be placed in a single spot, this is particularly the case with “free” skill slots.

The “ghost text” is a reminder as to what goes into a spot, or in some cases the “default” values. Where feasible, techniques are listed for the skills. Frequently selected recommended skills are also included for player convenience.

The “type” of a skill is its level of difficulty and relation to class. The difficulty is recorded as E, A, H, or VH for easy, average, hard and very hard, respectively. Relation to class means primary, secondary group one, secondary group two, elective one, elective two and so on.

For example, a fighter might have “A Pri” to indicate an average weapon skill selected as his primary weapon, “A S 2” for an average secondary skill in the second group. While somewhat redundant with proficiency for class-based characters it helps with verifying that the skill is listed correctly. A seventh level character should have “Expert +7” in any skill whose type is “Pri”, unless it is very hard.

If a skill has one of the beginning “recommended” skill credits spent on it then an “R” should be noted. Similarly, any skill that has free skill credits used on it should have an “F”. If more than one skill credit is spent then that number should be written after the “F”. For example, if a character used one of his recommended skill credits on an average recommended skill, and subsequently spent two free skill credits on it, he would note the

skill type as “A RF2”. In this case the skill would be Expert +1 proficiency.

All skills have an experience checkbox located to the left of the skill. This can be checked when a skill is used in a stressful situation or otherwise earns an experience check. All checks should be cleared on gaining a new character level.

Equipment that will always be carried should have their checkbox selected. When determining a character’s encumbrance level only selected items have their weights included, but only those items will be available in stressful situations, like combat.

Name: _____ Alignment: _____ Player: _____
 Class: _____ Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

	<i>roll</i>	<i>points</i>	<i>base</i>	<i>+ race</i>	<i>= final</i>
STR	__ ()	__	+	__	= __
CON	__ ()	__	+	__	= __
END	__ ()	__	+	__	= __
DEX	__ ()	__	+	__	= __
AGI	__ ()	__	+	__	= __

	<i>roll</i>	<i>points</i>	<i>base</i>	<i>+ race</i>	<i>= final</i>
WIL	__ ()	__	+	__	= __
CHA	__ ()	__	+	__	= __
SPI	__ ()	__	+	__	= __
TAL	__ ()	__	+	__	= __
WIT	__ ()	__	+	__	= __


<i>Complexity</i>	<i>fat</i>	<i>WIT</i>
<input type="checkbox"/>	0	0
<input type="checkbox"/>	+1	__
<input type="checkbox"/>	+2	__
<input type="checkbox"/>	+3	__
<input type="checkbox"/>	+4	__

Attr Pts: _____ CMR: _____

<i>Enc. Pounds fat AGI</i>		<i>Jog Swim Fly</i>		<i>Physical</i>		<i>Magical</i>	
				<small>IMMEDIATE</small>	<small>RECOVERY</small>	<small>DURABLE</small>	<small>RECOVERY</small>
<input type="checkbox"/> Unen.	0 0	__	__	Minimal	__	0 Fresh	<input type="checkbox"/> Minimal
<input type="checkbox"/> Light	+1 0	__	__	V. Minor	__	-1/3 Tired	<input type="checkbox"/> V. Minor
<input type="checkbox"/> Enc.	+2 -1	<input type="checkbox"/>	<input type="checkbox"/>	Minor	__	-1 Beat	<input type="checkbox"/> Minor
<input type="checkbox"/> Hvy.	+3 -3	__	__	Moderate	__	-3 ⁽¹⁾ Weary	<input type="checkbox"/> Moderate
<input type="checkbox"/> Extr.	+4 -6	__	__	Major	__	-6 ⁽²⁾ Exhau.	<input type="checkbox"/> Major
<i>Dodge Agility A</i>		__	__	Extreme	__	-10 ⁽³⁾ Collap.	<input type="checkbox"/> Extreme
BCS		__	__	Complete	__	* ⁽⁴⁾ Uncon.	<input type="checkbox"/> Complete
Retreat /Weave		__	__	Absolute	__	* ⁽⁵⁾ Coma.	<input type="checkbox"/> Absolute

<i>Weapon</i>	<i>Skill</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>R/Inc</i>	<i>Damage</i>	<i>Def/Shots</i>	<i>Med./Long</i>
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	Techniques	_____	_____	_____	_____	_____	()	_____

<i>Location/Severity</i>	<i>Location/Severity</i>		
_____	_____	<input type="checkbox"/> Disheart -1	_____
_____	_____	<input type="checkbox"/> Demoral. -3	_____
_____	_____	<input type="checkbox"/> Scared -6	_____
_____	_____	<input type="checkbox"/> Terrified -10	_____
_____	_____	<input type="checkbox"/> Petrified *	_____
_____	_____	<input type="checkbox"/> Swoon *	_____



<i>Init.</i>	<input type="checkbox"/>
<i>Adv.</i>	<input type="checkbox"/>
<i>PD</i>	<input type="checkbox"/>
<i>AP</i>	<input type="checkbox"/>

Equipment

Carried

Weight

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

Name: _____ Alignment: _____ Player: _____
 Class: _____ Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ____ (____) ____ + ____ = ____
 CON ____ (____) ____ + ____ = ____
 END ____ (____) ____ + ____ = ____
 DEX ____ (____) ____ + ____ = ____
 AGI ____ (____) ____ + ____ = ____

roll points base + race = final

WIL ____ (____) ____ + ____ = ____
 CHA ____ (____) ____ + ____ = ____
 SPI ____ (____) ____ + ____ = ____
 TAL ____ (____) ____ + ____ = ____
 WIT ____ (____) ____ + ____ = ____


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p><i>Enc. Pounds fat AGI</i></p> <p><input type="radio"/> Unen. _____ 0 0 <input type="radio"/> Light _____ +1 0 <input type="radio"/> Enc. _____ +2 -1 <input type="radio"/> Hvy. _____ +3 -3 <input type="radio"/> Extr. _____ +4 -6</p> <p><i>Dodge Agility A</i> _____ BCS _____ Retreat _____ /Weave _____</p>	<p><i>Jog Swim Fly</i></p> <p>_____ _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ _____ _____</p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>	<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>	<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>		
		Minimal _____ <input type="checkbox"/> 0 Fresh <input type="checkbox"/> _____ Minimal	V. Minor _____ <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> _____ V. Minor	Minor _____ <input type="checkbox"/> -1 Beat <input type="checkbox"/> _____ Minor	Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> _____ Moderate	Major _____ <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> _____ Major
		Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> _____ Extreme	Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Uncon. <input type="checkbox"/> _____ Complete	Absolute _____ <input type="checkbox"/> * ⁽⁵⁾ Coma. <input type="checkbox"/> _____ Absolute		

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

<i>Location/Severity</i>	<i>Location/Severity</i>	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		<i>Init.</i> <input type="checkbox"/> <i>Adv.</i> <input type="checkbox"/> <i>PD</i> <input type="checkbox"/> <i>AP</i> <input type="checkbox"/>
--------------------------	--------------------------	--	---	---

Name: _____ Alignment: _____ Player: _____
 Class: Fighter Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
---	---	---

Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> _____ V. Minor _____ <input type="checkbox"/> _____ Minor _____ <input type="checkbox"/> _____ Moderate _____ <input type="checkbox"/> _____ Major _____ <input type="checkbox"/> _____ Extreme _____ <input type="checkbox"/> _____ Complete _____ <input type="checkbox"/> _____ Absolute _____ <input type="checkbox"/> _____	<small>GATHER SOURCE</small> <input type="checkbox"/> _____ <input type="checkbox"/> _____ <small>DURABLE DURABLE</small> 0 Fresh _____ <input type="checkbox"/> _____ -1/3 Tired _____ <input type="checkbox"/> _____ -1 Beat _____ <input type="checkbox"/> _____ -3 ⁽¹⁾ Weary _____ <input type="checkbox"/> _____ -6 ⁽²⁾ Exhau. _____ <input type="checkbox"/> _____ -10 ⁽³⁾ Collap. _____ <input type="checkbox"/> _____ * ⁽⁴⁾ Uncon. _____ <input type="checkbox"/> _____ * ⁽⁵⁾ Coma. _____ <input type="checkbox"/> _____	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> _____ V. Minor _____ <input type="checkbox"/> _____ Minor _____ <input type="checkbox"/> _____ Moderate _____ <input type="checkbox"/> _____ Major _____ <input type="checkbox"/> _____ Extreme _____ <input type="checkbox"/> _____ Complete _____ <input type="checkbox"/> _____ Absolute _____ <input type="checkbox"/> _____
---	---	--	---	---

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S2					()	
<input type="checkbox"/>		A S2					()	
<input type="checkbox"/>	Closing Attack							; Increased Engagement
<input type="checkbox"/>	Knife	A S2					()	
<input type="checkbox"/>	Shield	E					()	
<input type="checkbox"/>	Retreating Defense						()	; Maneuver Shield
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____	 Init. <input type="checkbox"/> _____ Adv. <input type="checkbox"/> _____ PD <input type="checkbox"/> _____ AP <input type="checkbox"/> _____
--	--	--	--

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Athletics	Agility	A Prim			Stamina ; Sprint
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A S#1			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A S#1			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Tactics	Mental	A Prim			Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H S#1			Face Hardship ; Face Fear
<input type="checkbox"/> Medical	Mental	A			Diagnose Illness ; Surgery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Martial Artist Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY


roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
--	--	---

Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> 0 Fresh _____ <input type="checkbox"/> Minimal -1/3 Tired _____ <input type="checkbox"/> V. Minor -1 Beat _____ <input type="checkbox"/> Minor -3 ⁽¹⁾ Weary _____ <input type="checkbox"/> Moderate -6 ⁽²⁾ Exhau. _____ <input type="checkbox"/> Major -10 ⁽³⁾ Collap. _____ <input type="checkbox"/> Extreme *(4) Uncon. _____ <input type="checkbox"/> Complete *(5) Coma. _____ <input type="checkbox"/> Absolute
---	--	--	--	---

Dodge Agility A Primary
 BCS _____
 Retreat _____ /Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	Pri	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	S2	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A Prim			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Medical	Mental	A			Diagnose Illness ; Surgery
<input type="checkbox"/> Tactics	Mental	A S#2			Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H S#1			Face Hardship ; Face Fear
<input type="checkbox"/> Style:	Mental	H Prim			
<input type="checkbox"/> α:					
<input type="checkbox"/> β:					
<input type="checkbox"/> γ:					
<input type="checkbox"/> δ:					
<input type="checkbox"/> ε:					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercræft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S#2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Ele	Magic	VH			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Elementalist Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___

Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____

CMR: _____

Enc. Pounds fat AGI

Unen. _____ 0 0
 Light _____ +1 0
 Enc. _____ +2 -1
 Hvy. _____ +3 -3
 Extr. _____ +4 -6

Jog Swim Fly

Dodge Agility A Sec#2

BCS _____
 Retreat _____ / Weave _____

Physical GATHER SOURCE **Magical**

IMMEDIATE RECOVERY DURABLE DURABLE RECOVERY IMMEDIATE

Minimal _____ 0 Fresh Minimal
 V. Minor _____ -1/3 Tired V. Minor
 Minor _____ -1 Beat Minor
 Moderate _____ -3⁽¹⁾ Weary Moderate
 Major _____ -6⁽²⁾ Exhau. Major
 Extreme _____ -10⁽³⁾ Collap. Extreme
 Complete _____ *⁽⁴⁾ Uncon. Complete
 Absolute _____ *⁽⁵⁾ Coma. Absolute

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S1					()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity

Location/Severity

Disheart -1 _____
 Demoral. -3 _____
 Scared -6 _____
 Terrified -10 _____
 Petrified * _____
 Swoon * _____



Init.

Adv.

PD

AP

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A Prim			Stamina ; Sprint
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#2			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S#2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Ele	Magic	VH Prim			
<input type="checkbox"/>					
<input type="checkbox"/> α:					
<input type="checkbox"/> β:					
<input type="checkbox"/> γ:					
<input type="checkbox"/> δ:					
<input type="checkbox"/> ε:					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H S#2			Face Hardship ; Face Fear
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Tactics	Mental	A S#1			Drills ; Tactical Advantage
<input type="checkbox"/> Style:	Mental	H Prim			
<input type="checkbox"/> α:					
<input type="checkbox"/> β:					
<input type="checkbox"/> γ:					
<input type="checkbox"/> δ:					
<input type="checkbox"/> ε:					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Weapon Master Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ____ (____) ____ + ____ = ____
 CON ____ (____) ____ + ____ = ____
 END ____ (____) ____ + ____ = ____
 DEX ____ (____) ____ + ____ = ____
 AGI ____ (____) ____ + ____ = ____

roll points base + race = final

WIL ____ (____) ____ + ____ = ____
 CHA ____ (____) ____ + ____ = ____
 SPI ____ (____) ____ + ____ = ____
 TAL ____ (____) ____ + ____ = ____
 WIT ____ (____) ____ + ____ = ____


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6</p> <p>Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____</p>	<p>Jog Swim Fly</p> <p><input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____</p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>		<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____			
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____			
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____			
		Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____			
		Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____			
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____					
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____					
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____					

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	Pri	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A S#1			Stamina ; Sprint
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H Prim			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH Prim			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H S#1			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A Prim			Drills ; Tactical Advantage
<input type="checkbox"/> Style:	Mental	H Prim			
<input type="checkbox"/> α:					
<input type="checkbox"/> β:					
<input type="checkbox"/> γ:					
<input type="checkbox"/> δ:					
<input type="checkbox"/> ε:					
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<input type="checkbox"/>					
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<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Soldier Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY


roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> 0 V. Minor _____ <input type="checkbox"/> -1/3 Minor _____ <input type="checkbox"/> -1 Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Major _____ <input type="checkbox"/> -6 ⁽²⁾ Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Absolute _____ <input type="checkbox"/> * ⁽⁵⁾	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Fresh _____ <input type="checkbox"/> Minimal Tired _____ <input type="checkbox"/> V. Minor Beat _____ <input type="checkbox"/> Minor Weary _____ <input type="checkbox"/> Moderate Exhau. _____ <input type="checkbox"/> Major Collap. _____ <input type="checkbox"/> Extreme Uncon. _____ <input type="checkbox"/> Complete Coma. _____ <input type="checkbox"/> Absolute
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Dodge Agility A _____
 BCS _____
 Retreat _____ / Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S1					()	
<input type="checkbox"/>		A					()	
<input type="checkbox"/>	Closing Attack							; Increased Engagement
<input type="checkbox"/>	Knife	A					()	
<input type="checkbox"/>	Second Strike						()	; Draw & Strike
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Athletics	Agility	A Prim			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Leadership	Commun.	H S#2			Improved Morale ; Pep Talk
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H Prim			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H Prim			Face Hardship ; Face Fear
<input type="checkbox"/> Medical	Mental	A Prim			Diagnose Illness ; Surgery
<input type="checkbox"/> Tactics	Mental	A Prim			Drills ; Tactical Advantage
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercræft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Spell Caster Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> 0 Fresh _____ <input type="checkbox"/> Minimal -1/3 Tired _____ <input type="checkbox"/> V. Minor -1 Beat _____ <input type="checkbox"/> Minor -3 ⁽¹⁾ Weary _____ <input type="checkbox"/> Moderate -6 ⁽²⁾ Exhau. _____ <input type="checkbox"/> Major -10 ⁽³⁾ Collap. _____ <input type="checkbox"/> Extreme *(4) Uncon. _____ <input type="checkbox"/> Complete *(5) Coma. _____ <input type="checkbox"/> Absolute
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Spell Caster	Magic	H Prim			Formulate Cantrip ; Subtle Casting
<input type="checkbox"/> Spell Area	Magic	H S#2			Cantrip Area ; Power Up
<input type="checkbox"/> Spell Duration	Magic	H S#2			Cantrip Duration ; Power Up
<input type="checkbox"/> Spell Power	Magic	H S#1			Cantrip Power ; Power Up
<input type="checkbox"/> Spell Range	Magic	H S#1			Cantrip Range ; Power Up
<input type="checkbox"/> Dweomercraeft	Magic	VH S#2			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH S#2			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lore: Spell Cast	Mental	H S#2			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Lit:	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Hedge Wizard Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

	roll	points	base	+ race	= final
STR	___ (___)	___	+	___	= ___
CON	___ (___)	___	+	___	= ___
END	___ (___)	___	+	___	= ___
DEX	___ (___)	___	+	___	= ___
AGI	___ (___)	___	+	___	= ___

	roll	points	base	+ race	= final
WIL	___ (___)	___	+	___	= ___
CHA	___ (___)	___	+	___	= ___
SPI	___ (___)	___	+	___	= ___
TAL	___ (___)	___	+	___	= ___
WIT	___ (___)	___	+	___	= ___


Complexity	fat	WIT
<input type="checkbox"/>	0	0
<input type="checkbox"/>	+1	___
<input type="checkbox"/>	+2	___
<input type="checkbox"/>	+3	___
<input type="checkbox"/>	+4	___

Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI		Jog Swim Fly		Physical			GATHER SOURCE		Magical	
				IMMEDIATE	RECOVERY	DURABLE	DURABLE	RECOVERY	IMMEDIATE	
<input type="checkbox"/> Unen.	0 0	___	___	Minimal	___	<input type="checkbox"/>	0 Fresh	<input type="checkbox"/>	Minimal	
<input type="checkbox"/> Light	+1 0	___	___	V. Minor	___	<input type="checkbox"/>	-1/3 Tired	<input type="checkbox"/>	V. Minor	
<input type="checkbox"/> Enc.	+2 -1	<input type="checkbox"/>	<input type="checkbox"/>	Minor	___	<input type="checkbox"/>	-1 Beat	<input type="checkbox"/>	Minor	
<input type="checkbox"/> Hvy.	+3 -3	<input type="checkbox"/>	<input type="checkbox"/>	Moderate	___	<input type="checkbox"/>	-3 ⁽¹⁾ Weary	<input type="checkbox"/>	Moderate	
<input type="checkbox"/> Extr.	+4 -6	___	___	Major	___	<input type="checkbox"/>	-6 ⁽²⁾ Exhau.	<input type="checkbox"/>	Major	
Dodge Agility A		___	___	Extreme	___	<input type="checkbox"/>	-10 ⁽³⁾ Collap.	<input type="checkbox"/>	Extreme	
BCS		___	___	Complete	___	<input type="checkbox"/>	* ⁽⁴⁾ Uncon.	<input type="checkbox"/>	Complete	
Retreat /Weave		___	___	Absolute	___	<input type="checkbox"/>	* ⁽⁵⁾ Coma.	<input type="checkbox"/>	Absolute	

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	A S#2	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity	Location/Severity		
_____	_____	<input type="checkbox"/> Disheart -1	_____
_____	_____	<input type="checkbox"/> Demoral. -3	_____
_____	_____	<input type="checkbox"/> Scared -6	_____
_____	_____	<input type="checkbox"/> Terrified -10	_____
_____	_____	<input type="checkbox"/> Petrified *	_____
_____	_____	<input type="checkbox"/> Swoon *	_____



Init.	<input type="checkbox"/>
Adv.	<input type="checkbox"/>
PD	<input type="checkbox"/>
AP	<input type="checkbox"/>

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Hedge Wizardry	Magic	A Pri			Fast Casting ; Subtle Casting
<input type="checkbox"/> Dweomercræft	Magic	VH S#2			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH S#2			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lore:	Mental	VH S#2			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Lit:	Mental	S#1			Scan ; Copyist
<input type="checkbox"/> Medical	Mental	A S#1			Diagnose Illness ; Surgery
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Craft	Manip.	A			Design ; Production
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Sneak	Agility	A			Rapid Movement ; Lose Tail
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Adept Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6 Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ _____ _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <small>DURABLE DURABLE</small> 0 Fresh <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> -1 Beat <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> * ⁽⁴⁾ Uncon. <input type="checkbox"/> * ⁽⁵⁾ Coma. <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____	 Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Dweomercræft	Magic	VH	S#2		Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/>	Magic		Pri		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		Pri		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental		S#1		Scan ; Copyist
<input type="checkbox"/> Tactics	Mental		A		Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental		H		Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.		G		Dialect ; Accent
<input type="checkbox"/> Speak	Commun.		E G		Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental		H G		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental		A G		Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Common Adept Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6</p> <p>Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____</p>	<p>Jog Swim Fly</p> <p><input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____</p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>		<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____			
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____			
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____			
		Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____			
		Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____			
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____					
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____					
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____					

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Dweomercræft	Magic	VH	S#2		Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/>	Magic		Pri		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		Pri		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#1		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/>	Magic		S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental		S#1		Scan ; Copyist
<input type="checkbox"/> Tactics	Mental		A		Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental		H		Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.		G		Dialect ; Accent
<input type="checkbox"/> Speak	Commun.		E G		Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental		H G		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental		A G		Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Mage Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___

Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____

CMR: _____

Enc. Pounds fat AGI

Unen. _____ 0 0
 Light _____ +1 0
 Enc. _____ +2 -1
 Hvy. _____ +3 -3
 Extr. _____ +4 -6

Dodge Agility A

_____ BCS _____
 Retreat _____ /Weave _____

Jog Swim Fly

_____ _____ _____

Physical

GATHER SOURCE

Magical

IMMEDIATE

RECOVERY

DURABLE

DURABLE

RECOVERY

IMMEDIATE

Minimal _____ <input type="checkbox"/>	0 Fresh _____ <input type="checkbox"/>	Minimal _____ <input type="checkbox"/>
V. Minor _____ <input type="checkbox"/>	-1/3 Tired _____ <input type="checkbox"/>	V. Minor _____ <input type="checkbox"/>
Minor _____ <input type="checkbox"/>	-1 Beat _____ <input type="checkbox"/>	Minor _____ <input type="checkbox"/>
Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary _____ <input type="checkbox"/>	Moderate _____ <input type="checkbox"/>
Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. _____ <input type="checkbox"/>	Major _____ <input type="checkbox"/>
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. _____ <input type="checkbox"/>	Extreme _____ <input type="checkbox"/>
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. _____ <input type="checkbox"/>	Complete _____ <input type="checkbox"/>
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. _____ <input type="checkbox"/>	Absolute _____ <input type="checkbox"/>

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity

Location/Severity

Disheart -1 _____
 Demoral. -3 _____
 Scared -6 _____
 Terrified -10 _____
 Petrified * _____
 Swoon * _____



Init.
Adv.
PD
AP

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Dweomercræft	Magic	VH	S#2		Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Mage:	Magic	VH	Pri		Increase Attribute ; Subtle Casting
<input type="checkbox"/> Mage:	Magic	VH	S#2		Increase Attribute ; Subtle Casting
<input type="checkbox"/> Mage:	Magic	VH	S#3		Increase Attribute ; Subtle Casting
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH	Pri		Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lore:	Mental	VH	S1		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Lit:	Mental		S1		Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.		G		Dialect ; Accent
<input type="checkbox"/> Speak	Commun.		E G		Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental		H G		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental		A G		Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Magician Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

<i>roll points base + race = final</i>				<i>roll points base + race = final</i>				<i>Complexity fat WIT</i>			
STR	___ (___)	___ +	___ =	WIL	___ (___)	___ +	___ =	<input type="checkbox"/>	___	0	0
CON	___ (___)	___ +	___ =	CHA	___ (___)	___ +	___ =	<input type="checkbox"/>	___	+1	___
END	___ (___)	___ +	___ =	SPI	___ (___)	___ +	___ =	<input type="checkbox"/>	___	+2	___
DEX	___ (___)	___ +	___ =	TAL	___ (___)	___ +	___ =	<input type="checkbox"/>	___	+3	___
AGI	___ (___)	___ +	___ =	WIT	___ (___)	___ +	___ =	<input type="checkbox"/>	___	+4	___

Attr Pts: _____ CMR: _____

<i>Enc. Pounds fat AGI</i>			<i>Jog Swim Fly</i>			<i>Physical</i>			<i>Magical</i>		
<input type="checkbox"/> Unen.	___	0 0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Minimal	___	0	<input type="checkbox"/> Fresh	___	Minimal
<input type="checkbox"/> Light	___	+1 0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> V. Minor	___	-1/3	<input type="checkbox"/> Tired	___	V. Minor
<input type="checkbox"/> Enc.	___	+2 -1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Minor	___	-1	<input type="checkbox"/> Beat	___	Minor
<input type="checkbox"/> Hvy.	___	+3 -3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Moderate	___	-3 ⁽¹⁾	<input type="checkbox"/> Weary	___	Moderate
<input type="checkbox"/> Extr.	___	+4 -6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Major	___	-6 ⁽²⁾	<input type="checkbox"/> Exhau.	___	Major
<i>Dodge Agility A</i>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Extreme	___	-10 ⁽³⁾	<input type="checkbox"/> Collap.	___	Extreme
BCS _____			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Complete	___	* ⁽⁴⁾	<input type="checkbox"/> Uncon.	___	Complete
Retreat ___/Weave _____			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Absolute	___	* ⁽⁵⁾	<input type="checkbox"/> Coma.	___	Absolute

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

<i>Location/Severity</i>	_____	<i>Location/Severity</i>	_____	<input type="checkbox"/> Disheart -1 _____		<i>Init.</i> <input type="checkbox"/>
_____	_____	<input type="checkbox"/> Demoral. -3 _____	<i>Adv.</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Scared -6 _____	<i>PD</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Terrified -10 _____	<i>AP</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Petrified * _____				
_____	_____	<input type="checkbox"/> Swoon * _____				

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Magician	Magic	VH Pri			Record Spell ; Subtle Release
<input type="checkbox"/> Dweomercræft	Magic	VH S#2			Channel/ ; Gather/
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind/ ; Deep Trance/
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH Pri			Rapid Memo/ ; Focus/
<input type="checkbox"/> Lit:	Mental	Pri			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Thaumaturge Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

<p><i>roll points base + race = final</i></p> <p>STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___</p>	<p><i>roll points base + race = final</i></p> <p>WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___</p>	<p><i>Complexity fat WIT</i></p> <p><input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____</p>
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Attr Pts: _____ CMR: _____

<p><i>Enc. Pounds fat AGI</i></p> <p><input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6</p>	<p><i>Jog Swim Fly</i></p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p> <p>Minimal _____ <input type="checkbox"/> 0 Fresh V. Minor _____ <input type="checkbox"/> -1/3 Tired Minor _____ <input type="checkbox"/> -1 Beat Moderate _____ <input type="checkbox"/> -3⁽¹⁾ Weary Major _____ <input type="checkbox"/> -6⁽²⁾ Exhau. Extreme _____ <input type="checkbox"/> -10⁽³⁾ Collap. Complete _____ <input type="checkbox"/> *⁽⁴⁾ Uncon. Absolute _____ <input type="checkbox"/> *⁽⁵⁾ Coma.</p>	<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p> <p>Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/></p>
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		A S#2					()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

<i>Location/Severity</i>	<i>Location/Severity</i>	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		<i>Init.</i> <input type="checkbox"/> <i>Adv.</i> <input type="checkbox"/> <i>PD</i> <input type="checkbox"/> <i>AP</i> <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Dweomercræft	Magic	VH Prim			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Craft Magic Item	Magic	VH			Restore Charge ; Design Item
<input type="checkbox"/>					
<input type="checkbox"/>	Magic	VH Pri			Improve Preparation ; Subtle Casting
<input type="checkbox"/>	Magic	VH S2			Improve Preparation ; Subtle Casting
<input type="checkbox"/>	Magic	VH			Improve Preparation ; Subtle Casting
<input type="checkbox"/>	Magic	VH			Improve Preparation ; Subtle Casting
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore Thaumat.	Mental	VH			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/> History Magic	Mental	A			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental	Pri			Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Wizard Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> 0 Fresh _____ <input type="checkbox"/> Minimal -1/3 Tired _____ <input type="checkbox"/> V. Minor -1 Beat _____ <input type="checkbox"/> Minor -3 ⁽¹⁾ Weary _____ <input type="checkbox"/> Moderate -6 ⁽²⁾ Exhau. _____ <input type="checkbox"/> Major -10 ⁽³⁾ Collap. _____ <input type="checkbox"/> Extreme *(4) Uncon. _____ <input type="checkbox"/> Complete *(5) Coma. _____ <input type="checkbox"/> Absolute
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	A S#1	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Wizardry	Magic	VH	Pri		Increase Power ; Subtle Casting
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH	Pri		Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Craft Magic Item	Magic	VH			Restore Charge ; Design Item
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	H			Applied Knowledge ; Educated Guess
<input type="checkbox"/> History Magic	Mental	A			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental		Pri		Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.		G		Dialect ; Accent
<input type="checkbox"/> Speak	Commun.		E G		Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental		H G		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental		A G		Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Sorcerer Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="radio"/> Unen. _____ 0 0 <input type="radio"/> Light _____ +1 0 <input type="radio"/> Enc. _____ +2 -1 <input type="radio"/> Hvy. _____ +3 -3 <input type="radio"/> Extr. _____ +4 -6</p> <p>Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____</p>	<p>Jog Swim Fly</p> <p>_____ _____ _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>	<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/> 0 Fresh <input type="checkbox"/> _____ Minimal	V. Minor _____ <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> _____ V. Minor			
		Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> _____ Moderate	Major _____ <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> _____ Major			
		Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> _____ Extreme	Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Uncon. <input type="checkbox"/> _____ Complete			
		Absolute _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/> * ⁽⁵⁾ Coma. <input type="checkbox"/> _____ Absolute				

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	A S#2	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Sorcery	Magic	A Prim			Amulet ; Subtle Casting
<input type="checkbox"/> Sacrifice	Magic	A			Delay ; Channel
<input type="checkbox"/> Dweomercræft	Magic	VH S#3			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S#3			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Craft Magic Item	Magic	VH			Restore Charge ; Design Item
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH S#3			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H S#2			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A S#2			Drills ; Tactical Advantage
<input type="checkbox"/> Research	Mental	VH			Precise Procedure ; Intuitive Discovery
<input type="checkbox"/> Lit:	Mental	S#1			Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#2			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Rogue Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> _____ V. Minor _____ <input type="checkbox"/> _____ Minor _____ <input type="checkbox"/> _____ Moderate _____ <input type="checkbox"/> _____ Major _____ <input type="checkbox"/> _____ Extreme _____ <input type="checkbox"/> _____ Complete _____ <input type="checkbox"/> _____ Absolute _____ <input type="checkbox"/> _____	<small>GATHER SOURCE</small> <input type="checkbox"/> _____ <input type="checkbox"/> _____ <small>DURABLE DURABLE</small> 0 Fresh <input type="checkbox"/> _____ -1/3 Tired <input type="checkbox"/> _____ -1 Beat <input type="checkbox"/> _____ -3 ⁽¹⁾ Weary <input type="checkbox"/> _____ -6 ⁽²⁾ Exhau. <input type="checkbox"/> _____ -10 ⁽³⁾ Collap. <input type="checkbox"/> _____ * ⁽⁴⁾ Uncon. <input type="checkbox"/> _____ * ⁽⁵⁾ Coma. <input type="checkbox"/> _____	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> _____ V. Minor _____ <input type="checkbox"/> _____ Minor _____ <input type="checkbox"/> _____ Moderate _____ <input type="checkbox"/> _____ Major _____ <input type="checkbox"/> _____ Extreme _____ <input type="checkbox"/> _____ Complete _____ <input type="checkbox"/> _____ Absolute _____ <input type="checkbox"/> _____
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S2					()	
<input type="checkbox"/>	Shield	E					()	
<input type="checkbox"/>	Retreating Defense						()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> _____ Adv. <input type="checkbox"/> _____ PD <input type="checkbox"/> _____ AP <input type="checkbox"/> _____
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A S#1			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Escape	Agility	A			Hinder Binding ; Other Skill
<input type="checkbox"/> Sneak	Agility	A Pri			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Bind	Manip.	A			Secure Load ; Repair Bonds
<input type="checkbox"/> Fine Manipulation	Manip.	H			Evaluate Mechanism ; Improvise Tools
<input type="checkbox"/> Sleight of Hand	Manip.	A			Conceal ; Card Trick
<input type="checkbox"/>					
<input type="checkbox"/> Lore Economics	Mental				
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A S#1			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H Pri			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A S2			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A Pri			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Deceit	Commun.	H			Brass ; Takes One To Know One
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/> Play Roll	Commun.	H			Improvisation ; Observation
<input type="checkbox"/> Question	Commun.	A			Elicit Response ; Subtle Question
<input type="checkbox"/> Schmooze	Commun.	H			Streetwise ; Etiquette
<input type="checkbox"/> Seduction	Commun.	H			Bed ; Cosplay
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Thief Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ____ (____) ____ + ____ = ____
 CON ____ (____) ____ + ____ = ____
 END ____ (____) ____ + ____ = ____
 DEX ____ (____) ____ + ____ = ____
 AGI ____ (____) ____ + ____ = ____

roll points base + race = final

WIL ____ (____) ____ + ____ = ____
 CHA ____ (____) ____ + ____ = ____
 SPI ____ (____) ____ + ____ = ____
 TAL ____ (____) ____ + ____ = ____
 WIT ____ (____) ____ + ____ = ____

Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____

CMR: _____

Physical

GATHER SOURCE

Magical

Enc. Pounds fat AGI

Unen. _____ 0 0
 Light _____ +1 0
 Enc. _____ +2 -1
 Hvy. _____ +3 -3
 Extr. _____ +4 -6

Jog Swim Fly

_____ _____ _____

IMMEDIATE RECOVERY DURABLE DURABLE

Minimal _____ 0 Fresh
 V. Minor _____ -1/3 Tired
 Minor _____ -1 Beat
 Moderate _____ -3⁽¹⁾ Weary
 Major _____ -6⁽²⁾ Exhau.
 Extreme _____ -10⁽³⁾ Collap.
 Complete _____ *⁽⁴⁾ Uncon.
 Absolute _____ *⁽⁵⁾ Coma.

RECOVERY RECOVERY IMMEDIATE

Minimal _____
 V. Minor _____
 Minor _____
 Moderate _____
 Major _____
 Extreme _____
 Complete _____
 Absolute _____

Dodge Agility A Sec#1

BCS _____
 Retreat _____ /Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity

Disheart -1 _____
 Demoral. -3 _____
 Scared -6 _____
 Terrified -10 _____
 Petrified * _____
 Swoon * _____



Init.

Adv.

PD

AP

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Escape	Agility	A			Hinder Binding ; Other Skill
<input type="checkbox"/> Sneak	Agility	A Prim			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Deceit	Commun.	H			Brass ; Takes One To Know One
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/> Play Roll	Commun.	H			Improvisation ; Observation
<input type="checkbox"/> Question	Commun.	A			Elicit Response ; Subtle Question
<input type="checkbox"/> Schmooze	Commun.	H S#1			Streetwise ; Etiquette
<input type="checkbox"/> Seduction	Commun.	H			Bed ; Cosplay
<input type="checkbox"/>					
<input type="checkbox"/> Bind	Manip.	A			Secure Load ; Repair Bonds
<input type="checkbox"/> Fine Manipulat.	Manip.	H			Evaluate Mechanism ; Improve Tools
<input type="checkbox"/> Mechanic	Manip.	A			Intuitive Understanding ; Patch
<input type="checkbox"/> Sleight of Hand	Manip.	H			Conceal ; Card Trick
<input type="checkbox"/>					
<input type="checkbox"/> Disguise	Mental	H			Cosmetics ; Improvisation
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Hide	Mental	H			Camouflage ; Compensate For Size
<input type="checkbox"/> Tactics	Mental	A S#1			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H Prim			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A S#1			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A S#1			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercræft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Knave Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

<p><i>roll points base + race = final</i></p> <p>STR ___ (___) ___ + ___ = ___</p> <p>CON ___ (___) ___ + ___ = ___</p> <p>END ___ (___) ___ + ___ = ___</p> <p>DEX ___ (___) ___ + ___ = ___</p> <p>AGI ___ (___) ___ + ___ = ___</p>	<p><i>roll points base + race = final</i></p> <p>WIL ___ (___) ___ + ___ = ___</p> <p>CHA ___ (___) ___ + ___ = ___</p> <p>SPI ___ (___) ___ + ___ = ___</p> <p>TAL ___ (___) ___ + ___ = ___</p> <p>WIT ___ (___) ___ + ___ = ___</p>	<p><i>Complexity fat WIT</i></p> <p><input type="checkbox"/> _____ 0 0</p> <p><input type="checkbox"/> _____ +1 _____</p> <p><input type="checkbox"/> _____ +2 _____</p> <p><input type="checkbox"/> _____ +3 _____</p> <p><input type="checkbox"/> _____ +4 _____</p>
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Attr Pts: _____ CMR: _____

<p><i>Enc. Pounds fat AGI</i></p> <p><input type="checkbox"/> Unen. _____ 0 0</p> <p><input type="checkbox"/> Light _____ +1 0</p> <p><input type="checkbox"/> Enc. _____ +2 -1</p> <p><input type="checkbox"/> Hvy. _____ +3 -3</p> <p><input type="checkbox"/> Extr. _____ +4 -6</p>	<p><i>Jog Swim Fly</i></p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>	<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>	<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>		
		Minimal _____ <input type="checkbox"/> 0 Fresh <input type="checkbox"/> _____ Minimal	V. Minor _____ <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> _____ V. Minor	Minor _____ <input type="checkbox"/> -1 Beat <input type="checkbox"/> _____ Minor	Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> _____ Moderate	Major _____ <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> _____ Major
		Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> _____ Extreme	Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Uncon. <input type="checkbox"/> _____ Complete	Absolute _____ <input type="checkbox"/> * ⁽⁵⁾ Coma. <input type="checkbox"/> _____ Absolute		

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

<i>Location/Severity</i>	_____	<i>Location/Severity</i>	_____	<input type="checkbox"/> Disheart -1 _____		<i>Init.</i> <input type="checkbox"/>
_____	_____	<input type="checkbox"/> Demoral. -3 _____	<i>Adv.</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Scared -6 _____	<i>PD</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Terrified -10 _____	<i>AP</i> <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Petrified * _____				
_____	_____	<input type="checkbox"/> Swoon * _____				

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Escape	Agility	A			Hinder Binding ; Other Skill
<input type="checkbox"/> Sneak	Agility	A Prim			Rapid Stealth ; Lose Tail
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Deceit	Commun.	H Prim			Brass ; Takes One To Know One
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H S#1			Group Address ; Exploit Weakness
<input type="checkbox"/> Play Roll	Commun.	H S#1			Improvisation ; Observation
<input type="checkbox"/> Question	Commun.	A S#1			Elicit Response ; Subtle Question
<input type="checkbox"/> Schmooze	Commun.	H Prim			Streetwise ; Etiquette
<input type="checkbox"/> Seduction	Commun.	H			Bed ; Cosplay
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Fine Manipulat.	Manip.	H			Evaluate Mechanism ; Improvise Tools
<input type="checkbox"/> Mechanic	Manip.	A			Intuitive Understanding ; Patch
<input type="checkbox"/> Sleight of Hand	Manip.	H			Conceal ; Card Trick
<input type="checkbox"/>					
<input type="checkbox"/> Disguise	Mental	H			Cosmetics ; Improvisation
<input type="checkbox"/> Hide	Mental	H			Camouflage ; Compensate For Size
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental	S#2			Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H Prim			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/> Knavecraft	Perception	VH Prim			Sea Change ; Exit Strategy
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Assassin Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ V. Minor _____ Minor _____ Moderate _____ Major _____ Extreme _____ Complete _____ Absolute _____	<small>GATHER SOURCE</small> <input type="checkbox"/> _____ <small>DURABLE DURABLE</small> 0 Fresh _____ -1/3 Tired _____ -1 Beat _____ -3 ⁽¹⁾ Weary _____ -6 ⁽²⁾ Exhau. _____ -10 ⁽³⁾ Collap. _____ * ⁽⁴⁾ Uncon. _____ * ⁽⁵⁾ Coma. _____	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ V. Minor _____ Minor _____ Moderate _____ Major _____ Extreme _____ Complete _____ Absolute _____
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S2					()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____	 Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
--	--	--	--

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Acrobatics	Agility	H S#2			Acute Balance ; Tumbling
<input type="checkbox"/> Athletics	Agility	A S#2			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A S#1			Pressure Holds ; Slow Fall
<input type="checkbox"/> Escape	Agility	A			Hinder Binding ; Other Skill
<input type="checkbox"/> Sneak	Agility	A Pri			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Deceit	Commun.	H			Brass ; Takes One To Know One
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/> Play Roll	Commun.	H			Improvisation ; Observation
<input type="checkbox"/> Question	Commun.	A			Elicit Response ; Subtle Question
<input type="checkbox"/> Schmooze	Commun.	H			Streetwise ; Etiquette
<input type="checkbox"/> Seduction	Commun.	H			Bed ; Cosplay
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Fine Manipulat.	Manip.	H			Evaluate Mechanism ; Improvise Tools
<input type="checkbox"/> Mechanic	Manip.	A			Intuitive Understanding ; Patch
<input type="checkbox"/> Sail	Manip.	A			Tie Knots/Storm Walk ; Mitigate Seasick
<input type="checkbox"/> Sleight of Hand	Manip.	H			Conceal ; Card Trick
<input type="checkbox"/>					
<input type="checkbox"/> Disguise	Mental	H			Cosmetics ; Improvisation
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Hide	Mental	H			Camouflage ; Compensate For Size
<input type="checkbox"/> Tactics	Mental	A S#1			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memo ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit:	Mental	S#2			Scan ; Copyist
<input type="checkbox"/> Lit:	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A Pri			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A Pri			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Ranger Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

	roll	points	base	+ race	= final
STR	___ (___)	___	+	___	= ___
CON	___ (___)	___	+	___	= ___
END	___ (___)	___	+	___	= ___
DEX	___ (___)	___	+	___	= ___
AGI	___ (___)	___	+	___	= ___


	roll	points	base	+ race	= final
WIL	___ (___)	___	+	___	= ___
CHA	___ (___)	___	+	___	= ___
SPI	___ (___)	___	+	___	= ___
TAL	___ (___)	___	+	___	= ___
WIT	___ (___)	___	+	___	= ___

Complexity	fat	WIT
<input type="checkbox"/>	0	0
<input type="checkbox"/>	+1	___
<input type="checkbox"/>	+2	___
<input type="checkbox"/>	+3	___
<input type="checkbox"/>	+4	___

Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>GATHER SOURCE</small>		Magical		
		<small>IMMEDIATE RECOVERY</small>	<small>DURABLE</small>	<small>DURABLE</small>	<small>RECOVERY</small>	<small>IMMEDIATE</small>
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____		
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____		
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____		
Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____				
Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____				
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____				
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____				
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____				

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	Pri	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	S2	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Athletics	Agility	A S#1			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A Prim			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/> Sail	Manip.	A			Tie Knots/Storm Walk ; Mitigate Seasick
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Discipline	Mental	H S#2			Face Hardship ; Face Fear
<input type="checkbox"/> Hide	Mental	H S#2			Camouflage ; Compensate For Size
<input type="checkbox"/> Tactics	Mental	A S#1			Drills ; Tactical Advantage
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A S#1			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A Prim			Search ; Track
<input type="checkbox"/> Surv.	Perception	H Prim			Lowered Expectations ; Abundant Harvest
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Druid	Magic	H			Improve Casting ; Subtle Ritual
<input type="checkbox"/> Fæ	Magic	A			Wild Calling ; Subtle Casting
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Priest Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <small>DURABLE DURABLE</small> 0 Fresh <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> -1 Beat <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> *(4) Uncon. <input type="checkbox"/> *(5) Coma. <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		A S2					()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Initiate	Magic	H Prim			Sacrament ; Subtle Casting
<input type="checkbox"/> Priest	Magic	H Prim*			Sacrament ; Subtle Casting
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Prim			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A S#2			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Lit	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A S#1			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Holy Warrior Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge Agility A _____ BCS _____ Retreat _____ / Weave _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <small>DURABLE DURABLE</small> 0 Fresh <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> -1 Beat <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> * ⁽⁴⁾ Uncon. <input type="checkbox"/> * ⁽⁵⁾ Coma. <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>		Pri					()	
<input type="checkbox"/>		S2					()	
<input type="checkbox"/>	Shield	E					()	
<input type="checkbox"/>	Retreating Defense ; Maneuver Shield						()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____	 Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Initiate	Magic	H Prim			Sacrament ; Subtle Casting
<input type="checkbox"/> Dweomercræft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH S#1			Hidden Mysteries ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/> Lit	Mental	S#2			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Medical	Mental	A			Diagnose Illness ; Surgery
<input type="checkbox"/> Tactics	Mental	A Prim			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A Prim			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Cleric Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ____ (____) ____ + ____ = ____
 CON ____ (____) ____ + ____ = ____
 END ____ (____) ____ + ____ = ____
 DEX ____ (____) ____ + ____ = ____
 AGI ____ (____) ____ + ____ = ____

roll points base + race = final

WIL ____ (____) ____ + ____ = ____
 CHA ____ (____) ____ + ____ = ____
 SPI ____ (____) ____ + ____ = ____
 TAL ____ (____) ____ + ____ = ____
 WIT ____ (____) ____ + ____ = ____


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6</p>	<p>Jog Swim Fly</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>		<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____			
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____			
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____			
		Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____			
Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____					
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____					
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____					
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____					

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity	_____	Location/Severity	_____	<input type="checkbox"/> Disheart -1 _____		Init. <input type="checkbox"/>
_____	_____	<input type="checkbox"/> Demoral. -3 _____	Adv. <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Scared -6 _____	PD <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Terrified -10 _____	AP <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Petrified * _____				
_____	_____	<input type="checkbox"/> Swoon * _____				

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Initiate	Magic	H Prim			Sacrament ; Subtle Casting
<input type="checkbox"/> Priest	Magic	H Prim*			Sacrament ; Subtle Casting
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Prim			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A S#2			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Lit	Mental	S#1			Scan ; Copyist
<input type="checkbox"/> Lit	Mental				Scan ; Copyist
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Deceit	Commun.	H S#2			Brass ; Takes One To Know One
<input type="checkbox"/> Leadership	Commun.	H			Improved Morale ; Pep Talk
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/> Play Roll	Commun.	H			Improvisation ; Observation
<input type="checkbox"/> Question	Commun.	A			Elicit Response ; Subtle Question
<input type="checkbox"/> Schmooze	Commun.	H S#1			Streetwise ; Etiquette
<input type="checkbox"/> Seduction	Commun.	H			Bed ; Cosplay
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A S#2			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak	Commun.	S#1			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.				Dialect ; Accent
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Druid Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

	roll	points	base	+ race	= final
STR	__ ()	__	+	__	= __
CON	__ ()	__	+	__	= __
END	__ ()	__	+	__	= __
DEX	__ ()	__	+	__	= __
AGI	__ ()	__	+	__	= __


	roll	points	base	+ race	= final
WIL	__ ()	__	+	__	= __
CHA	__ ()	__	+	__	= __
SPI	__ ()	__	+	__	= __
TAL	__ ()	__	+	__	= __
WIT	__ ()	__	+	__	= __

Complexity	fat	WIT
<input type="radio"/>	0	0
<input type="radio"/>	+1	__
<input type="radio"/>	+2	__
<input type="radio"/>	+3	__
<input type="radio"/>	+4	__

Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="radio"/> Unen. _____ 0 0 <input type="radio"/> Light _____ +1 0 <input type="radio"/> Enc. _____ +2 -1 <input type="radio"/> Hvy. _____ +3 -3 <input type="radio"/> Extr. _____ +4 -6	Jog Swim Fly _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>GATHER SOURCE</small>		Magical			
		<small>IMMEDIATE RECOVERY</small>		<small>DURABLE DURABLE</small>		<small>RECOVERY IMMEDIATE</small>	
		Minimal _____	<input type="checkbox"/>	0 Fresh _____	<input type="checkbox"/>	Minimal _____	<input type="checkbox"/>
		V. Minor _____	<input type="checkbox"/>	-1/3 Tired _____	<input type="checkbox"/>	V. Minor _____	<input type="checkbox"/>
		Minor _____	<input type="checkbox"/>	-1 Beat _____	<input type="checkbox"/>	Minor _____	<input type="checkbox"/>
Moderate _____	<input type="checkbox"/>	-3 ⁽¹⁾ Weary _____	<input type="checkbox"/>	Moderate _____	<input type="checkbox"/>		
Major _____	<input type="checkbox"/>	-6 ⁽²⁾ Exhau. _____	<input type="checkbox"/>	Major _____	<input type="checkbox"/>		
Extreme _____	<input type="checkbox"/>	-10 ⁽³⁾ Collap. _____	<input type="checkbox"/>	Extreme _____	<input type="checkbox"/>		
Complete _____	<input type="checkbox"/>	* ⁽⁴⁾ Uncon. _____	<input type="checkbox"/>	Complete _____	<input type="checkbox"/>		
Absolute _____	<input type="checkbox"/>	* ⁽⁵⁾ Coma. _____	<input type="checkbox"/>	Absolute _____	<input type="checkbox"/>		

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Initiate	Magic	H Prim			Sacrament ; Subtle Casting
<input type="checkbox"/> Priest	Magic	H Prim*			Sacrament ; Subtle Casting
<input type="checkbox"/> Dweomercraeft	Magic	VH			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A S#2			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H S#1			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A S#1			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Summoner Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> 0 V. Minor _____ <input type="checkbox"/> -1/3 Minor _____ <input type="checkbox"/> -1 Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Major _____ <input type="checkbox"/> -6 ⁽²⁾ Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Absolute _____ <input type="checkbox"/> * ⁽⁵⁾	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Fresh _____ <input type="checkbox"/> Minimal Tired _____ <input type="checkbox"/> V. Minor Beat _____ <input type="checkbox"/> Minor Weary _____ <input type="checkbox"/> Moderate Exhau. _____ <input type="checkbox"/> Major Collap. _____ <input type="checkbox"/> Extreme Uncon. _____ <input type="checkbox"/> Complete Coma. _____ <input type="checkbox"/> Absolute
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	A S#1	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Summoner	Magic	H Prim			Sacrament ; Subtle Casting
<input type="checkbox"/> Dweomercræft	Magic	VH Prim			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S#2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S#2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Theurgist Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ___ (___) ___ + ___ = ___ CON ___ (___) ___ + ___ = ___ END ___ (___) ___ + ___ = ___ DEX ___ (___) ___ + ___ = ___ AGI ___ (___) ___ + ___ = ___	roll points base + race = final WIL ___ (___) ___ + ___ = ___ CHA ___ (___) ___ + ___ = ___ SPI ___ (___) ___ + ___ = ___ TAL ___ (___) ___ + ___ = ___ WIT ___ (___) ___ + ___ = ___	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ V. Minor _____ Minor _____ Moderate _____ Major _____ Extreme _____ Complete _____ Absolute _____	<small>GATHER SOURCE</small> <input type="checkbox"/> _____ <small>DURABLE DURABLE</small> 0 Fresh _____ -1/3 Tired _____ -1 Beat _____ -3 ⁽¹⁾ Weary _____ -6 ⁽²⁾ Exhau. _____ -10 ⁽³⁾ Collap. _____ * ⁽⁴⁾ Uncon. _____ * ⁽⁵⁾ Coma. _____	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ V. Minor _____ Minor _____ Moderate _____ Major _____ Extreme _____ Complete _____ Absolute _____
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	A S#1	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____	 Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH	Prim		Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH	Prim		Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH	S#2		Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lit	Mental		Prim		Scan ; Copyist
<input type="checkbox"/> Discipline	Mental		H		Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental		A		Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH	S#2		Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception		H		High Alert ; Awareness
<input type="checkbox"/> Listen	Perception		A		Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception		A		Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.		H		Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.		H		Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility		A		Stamina ; Sprint
<input type="checkbox"/> Climb	Agility		A		Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility		A		Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility		A		Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility		A		Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.		G		Dialect ; Accent
<input type="checkbox"/> Speak	Commun.		E G		Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental		H G		Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental		A G		Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Shaman Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ____ (____) ____ + ____ = ____
 CON ____ (____) ____ + ____ = ____
 END ____ (____) ____ + ____ = ____
 DEX ____ (____) ____ + ____ = ____
 AGI ____ (____) ____ + ____ = ____

roll points base + race = final

WIL ____ (____) ____ + ____ = ____
 CHA ____ (____) ____ + ____ = ____
 SPI ____ (____) ____ + ____ = ____
 TAL ____ (____) ____ + ____ = ____
 WIT ____ (____) ____ + ____ = ____


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="radio"/> Unen. _____ 0 0 <input type="radio"/> Light _____ +1 0 <input type="radio"/> Enc. _____ +2 -1 <input type="radio"/> Hvy. _____ +3 -3 <input type="radio"/> Extr. _____ +4 -6</p> <p>Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____</p>	<p>Jog Swim Fly</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>		<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____			
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____			
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____			
		Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____			
		Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____			
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____					
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____					
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____					

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity	_____	Location/Severity	_____	<input type="checkbox"/> Disheart -1 _____		Init. <input type="checkbox"/>
_____	_____	<input type="checkbox"/> Demoral. -3 _____	Adv. <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Scared -6 _____	PD <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Terrified -10 _____	AP <input type="checkbox"/>			
_____	_____	<input type="checkbox"/> Petrified * _____				
_____	_____	<input type="checkbox"/> Swoon * _____				

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Goetic Summoner Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <small>DURABLE DURABLE</small> 0 Fresh <input type="checkbox"/> -1/3 Tired <input type="checkbox"/> -1 Beat <input type="checkbox"/> -3 ⁽¹⁾ Weary <input type="checkbox"/> -6 ⁽²⁾ Exhau. <input type="checkbox"/> -10 ⁽³⁾ Collap. <input type="checkbox"/> *(4) Uncon. <input type="checkbox"/> *(5) Coma. <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Scholar Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY


roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> V. Minor _____ <input type="checkbox"/> Minor _____ <input type="checkbox"/> Moderate _____ <input type="checkbox"/> Major _____ <input type="checkbox"/> Extreme _____ <input type="checkbox"/> Complete _____ <input type="checkbox"/> Absolute _____ <input type="checkbox"/>	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> 0 Fresh _____ <input type="checkbox"/> Minimal -1/3 Tired _____ <input type="checkbox"/> V. Minor -1 Beat _____ <input type="checkbox"/> Minor -3 ⁽¹⁾ Weary _____ <input type="checkbox"/> Moderate -6 ⁽²⁾ Exhau. _____ <input type="checkbox"/> Major -10 ⁽³⁾ Collap. _____ <input type="checkbox"/> Extreme *(4) Uncon. _____ <input type="checkbox"/> Complete *(5) Coma. _____ <input type="checkbox"/> Absolute
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Dodge Agility A _____
 BCS _____
 Retreat _____ / Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Psychic Level: _____ Race: _____ Gender: _____
 Description: _____


Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final STR ____ (____) ____ + ____ = ____ CON ____ (____) ____ + ____ = ____ END ____ (____) ____ + ____ = ____ DEX ____ (____) ____ + ____ = ____ AGI ____ (____) ____ + ____ = ____	roll points base + race = final WIL ____ (____) ____ + ____ = ____ CHA ____ (____) ____ + ____ = ____ SPI ____ (____) ____ + ____ = ____ TAL ____ (____) ____ + ____ = ____ WIT ____ (____) ____ + ____ = ____	Complexity fat WIT <input type="checkbox"/> _____ 0 0 <input type="checkbox"/> _____ +1 _____ <input type="checkbox"/> _____ +2 _____ <input type="checkbox"/> _____ +3 _____ <input type="checkbox"/> _____ +4 _____
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Attr Pts: _____ CMR: _____

Enc. Pounds fat AGI <input type="checkbox"/> Unen. _____ 0 0 <input type="checkbox"/> Light _____ +1 0 <input type="checkbox"/> Enc. _____ +2 -1 <input type="checkbox"/> Hvy. _____ +3 -3 <input type="checkbox"/> Extr. _____ +4 -6	Jog Swim Fly <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Physical <small>IMMEDIATE RECOVERY</small> Minimal _____ <input type="checkbox"/> 0 V. Minor _____ <input type="checkbox"/> -1/3 Minor _____ <input type="checkbox"/> -1 Moderate _____ <input type="checkbox"/> -3 ⁽¹⁾ Major _____ <input type="checkbox"/> -6 ⁽²⁾ Extreme _____ <input type="checkbox"/> -10 ⁽³⁾ Complete _____ <input type="checkbox"/> * ⁽⁴⁾ Absolute _____ <input type="checkbox"/> * ⁽⁵⁾	<small>GATHER SOURCE</small> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magical <small>RECOVERY IMMEDIATE</small> Fresh _____ <input type="checkbox"/> Minimal Tired _____ <input type="checkbox"/> V. Minor Beat _____ <input type="checkbox"/> Minor Weary _____ <input type="checkbox"/> Moderate Exhau. _____ <input type="checkbox"/> Major Collap. _____ <input type="checkbox"/> Extreme Uncon. _____ <input type="checkbox"/> Complete Coma. _____ <input type="checkbox"/> Absolute
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Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	(____)	_____

Location/Severity _____ _____ _____ _____	Location/Severity _____ _____ _____ _____	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Mystic Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___

Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____

CMR: _____

Physical

GATHER SOURCE

Magical

Enc. Pounds fat AGI

Unen. _____ 0 0
 Light _____ +1 0
 Enc. _____ +2 -1
 Hvy. _____ +3 -3
 Extr. _____ +4 -6

Jog Swim Fly

IMMEDIATE RECOVERY

Minimal _____ 0
 V. Minor _____ -1/3
 Minor _____ -1
 Moderate _____ -3⁽¹⁾
 Major _____ -6⁽²⁾
 Extreme _____ -10⁽³⁾
 Complete _____ *⁽⁴⁾
 Absolute _____ *⁽⁵⁾

DURABLE DURABLE

Fresh _____
 Tired _____
 Beat _____
 Weary _____
 Exhau. _____
 Uncon. _____
 Coma. _____

RECOVERY IMMEDIATE

Minimal _____
 V. Minor _____
 Minor _____
 Moderate _____
 Major _____
 Extreme _____
 Complete _____
 Absolute _____

Dodge Agility A

BCS _____
 Retreat _____ / Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____

Location/Severity

Disheart -1 _____
 Demoral. -3 _____
 Scared -6 _____
 Terrified -10 _____
 Petrified * _____
 Swoon * _____



Init.

Adv.

PD

AP

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

Name: _____ Alignment: _____ Player: _____
 Class: Unraveler Level: _____ Race: _____ Gender: _____
 Description: _____

Size: _____ Sleep: _____ Jump: _____ Age: _____
LEVEL HEIGHT WEIGHT MAX AWAKE FATIGUE MIN SLEEP BROAD HIGH
 Vision: _____ Hearing: _____ Smelling: _____
DISTANCE NIGHT VISION ACUITY ACUITY SENSE DISTANCE/ACUITY

roll points base + race = final

STR ___ (___) ___ + ___ = ___
 CON ___ (___) ___ + ___ = ___
 END ___ (___) ___ + ___ = ___
 DEX ___ (___) ___ + ___ = ___
 AGI ___ (___) ___ + ___ = ___

roll points base + race = final

WIL ___ (___) ___ + ___ = ___
 CHA ___ (___) ___ + ___ = ___
 SPI ___ (___) ___ + ___ = ___
 TAL ___ (___) ___ + ___ = ___
 WIT ___ (___) ___ + ___ = ___


Complexity fat WIT

_____ 0 0
 _____ +1 _____
 _____ +2 _____
 _____ +3 _____
 _____ +4 _____

Attr Pts: _____ CMR: _____

<p>Enc. Pounds fat AGI</p> <p><input type="radio"/> Unen. _____ 0 0 <input type="radio"/> Light _____ +1 0 <input type="radio"/> Enc. _____ +2 -1 <input type="radio"/> Hvy. _____ +3 -3 <input type="radio"/> Extr. _____ +4 -6</p> <p>Dodge Agility A _____ BCS _____ Retreat _____ /Weave _____</p>	<p>Jog Swim Fly</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Physical</p> <p><small>IMMEDIATE RECOVERY</small></p>		<p><small>GATHER SOURCE</small></p> <p><small>DURABLE DURABLE</small></p>		<p>Magical</p> <p><small>RECOVERY IMMEDIATE</small></p>	
		Minimal _____ <input type="checkbox"/>	0 Fresh <input type="checkbox"/>	Minimal _____			
		V. Minor _____ <input type="checkbox"/>	-1/3 Tired <input type="checkbox"/>	V. Minor _____			
		Minor _____ <input type="checkbox"/>	-1 Beat <input type="checkbox"/>	Minor _____			
		Moderate _____ <input type="checkbox"/>	-3 ⁽¹⁾ Weary <input type="checkbox"/>	Moderate _____			
		Major _____ <input type="checkbox"/>	-6 ⁽²⁾ Exhau. <input type="checkbox"/>	Major _____			
Extreme _____ <input type="checkbox"/>	-10 ⁽³⁾ Collap. <input type="checkbox"/>	Extreme _____					
Complete _____ <input type="checkbox"/>	* ⁽⁴⁾ Uncon. <input type="checkbox"/>	Complete _____					
Absolute _____ <input type="checkbox"/>	* ⁽⁵⁾ Coma. <input type="checkbox"/>	Absolute _____					

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____
<input type="radio"/>	_____	_____	_____	_____	_____	_____	()	_____

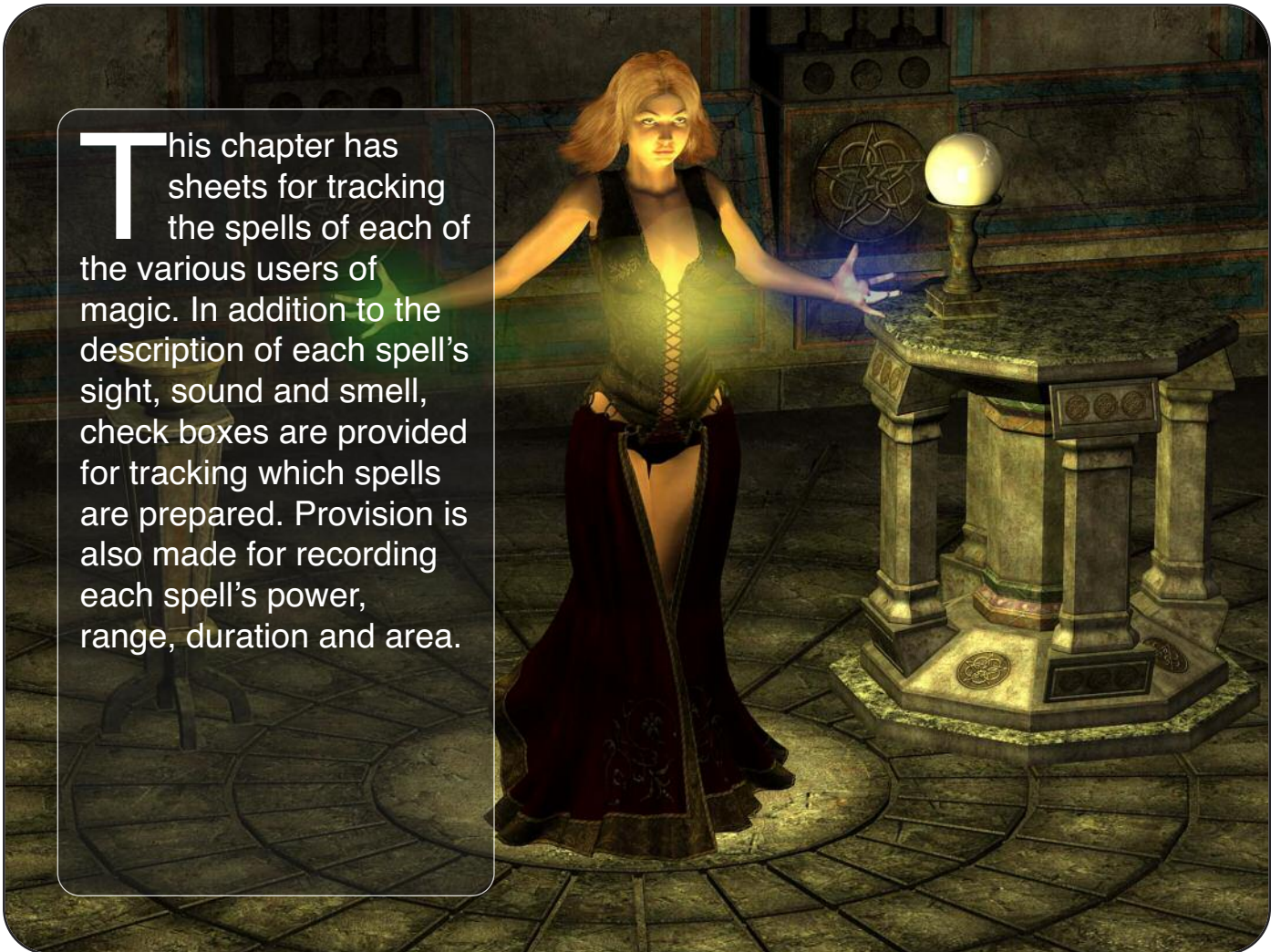
Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 _____ <input type="checkbox"/> Demoral. -3 _____ <input type="checkbox"/> Scared -6 _____ <input type="checkbox"/> Terrified -10 _____ <input type="checkbox"/> Petrified * _____ <input type="checkbox"/> Swoon * _____		Init. <input type="checkbox"/> Adv. <input type="checkbox"/> PD <input type="checkbox"/> AP <input type="checkbox"/>
--------------------------	--------------------------	--	---	---

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Theurgy	Magic	VH Pri			Ingrained Knowledge ; Improvisation
<input type="checkbox"/>					
<input type="checkbox"/> Dweomercraeft	Magic	VH Pri			Channel ; Gather
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH S2			Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Lore	Mental	VH Pri			Hidden Mysteries ; Educated Guess
<input type="checkbox"/> Lit	Mental	Prim			Scan ; Copyist
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Tactics	Mental	A			Drills ; Tactical Advantage
<input type="checkbox"/> Mental Acuity	Mental	VH S2			Rapid Memorize ; Focus
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H			High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Negotiate	Commun.	H			Haggle ; Hostage Negotiation
<input type="checkbox"/> Persuade	Commun.	H			Group Address ; Exploit Weakness
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Athletics	Agility	A			Stamina ; Sprint
<input type="checkbox"/> Climb	Agility	A			Pressure Holds ; Slow Fall
<input type="checkbox"/> Ride	Agility	A			Meld ; Controlled Speed
<input type="checkbox"/> Sneak	Agility	A			Rapid Stealth ; Lose Tail
<input type="checkbox"/> Swim	Agility	A			Hold Breath/Stamina ; Dive
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	G			Dialect ; Accent
<input type="checkbox"/> Speak	Commun.	E G			Dialect ; Accent
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area	Mental	H G			Applied Knowledge ; Educated Guess
<input type="checkbox"/> Hist	Mental	A G			Applied Knowledge ; Educated Guess
<input type="checkbox"/>					
<input type="checkbox"/>					

SECTION 2

SPELL SHEETS

This chapter has sheets for tracking the spells of each of the various users of magic. In addition to the description of each spell's sight, sound and smell, check boxes are provided for tracking which spells are prepared. Provision is also made for recording each spell's power, range, duration and area.



SPELL SHEETS



Each of the many approaches to magic has a sheet here for tracking their spells. Many of these are found in the appropriate book, but are collected here for convenience. Any time a spell is kept in active memory the box by its name should be checked.

Spell Caster Spell List

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

○ Name: _____ Type: _____ Target: _____

Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Hedge Wizard Cantrip List

○ Name: _____	Type: _____	Memorized: _____
Sight: _____	<i>Fatigue</i>	
Sound: _____	Reflex _____	Power: _____
Smell: _____	Action _____	Range: _____
Description: _____	Round _____	Duration: _____
_____	3 Rnds _____	Target: _____
_____	1 Min _____	Area: _____

○ Name: _____	Type: _____	Memorized: _____
Sight: _____	<i>Fatigue</i>	
Sound: _____	Reflex _____	Power: _____
Smell: _____	Action _____	Range: _____
Description: _____	Round _____	Duration: _____
_____	3 Rnds _____	Target: _____
_____	1 Min _____	Area: _____

○ Name: _____	Type: _____	Memorized: _____
Sight: _____	<i>Fatigue</i>	
Sound: _____	Reflex _____	Power: _____
Smell: _____	Action _____	Range: _____
Description: _____	Round _____	Duration: _____
_____	3 Rnds _____	Target: _____
_____	1 Min _____	Area: _____

○ Name: _____	Type: _____	Memorized: _____
Sight: _____	<i>Fatigue</i>	
Sound: _____	Reflex _____	Power: _____
Smell: _____	Action _____	Range: _____
Description: _____	Round _____	Duration: _____
_____	3 Rnds _____	Target: _____
_____	1 Min _____	Area: _____

○ Name: _____	Type: _____	Memorized: _____
Sight: _____	<i>Fatigue</i>	
Sound: _____	Reflex _____	Power: _____
Smell: _____	Action _____	Range: _____
Description: _____	Round _____	Duration: _____
_____	3 Rnds _____	Target: _____
_____	1 Min _____	Area: _____

○ Name: _____ Type: _____ Memorized: _____
Sight: _____ *Fatigue*
Sound: _____ Reflex _____ Power: _____
Smell: _____ Action _____ Range: _____
Description: _____ Round _____ Duration: _____
_____ 3 Rnds _____ Target: _____
_____ 1 Min _____ Area: _____

○ Name: _____ Type: _____ Memorized: _____
Sight: _____ *Fatigue*
Sound: _____ Reflex _____ Power: _____
Smell: _____ Action _____ Range: _____
Description: _____ Round _____ Duration: _____
_____ 3 Rnds _____ Target: _____
_____ 1 Min _____ Area: _____

○ Name: _____ Type: _____ Memorized: _____
Sight: _____ *Fatigue*
Sound: _____ Reflex _____ Power: _____
Smell: _____ Action _____ Range: _____
Description: _____ Round _____ Duration: _____
_____ 3 Rnds _____ Target: _____
_____ 1 Min _____ Area: _____

○ Name: _____ Type: _____ Memorized: _____
Sight: _____ *Fatigue*
Sound: _____ Reflex _____ Power: _____
Smell: _____ Action _____ Range: _____
Description: _____ Round _____ Duration: _____
_____ 3 Rnds _____ Target: _____
_____ 1 Min _____ Area: _____

○ Name: _____ Type: _____ Memorized: _____
Sight: _____ *Fatigue*
Sound: _____ Reflex _____ Power: _____
Smell: _____ Action _____ Range: _____
Description: _____ Round _____ Duration: _____
_____ 3 Rnds _____ Target: _____
_____ 1 Min _____ Area: _____

Adept Spell List

Name: _____ Area: _____ Grade: _____
Difficulty: _____ Proficiency: _____ BCS: _____
Sight: _____ *Normal* *Reduced*
Sound: _____ Score: _____
Smell: _____ Fatigue: _____
Description: _____ Range: _____
_____ Duration: _____
_____ Target: _____
_____ Area: _____

Name: _____ Area: _____ Grade: _____
Difficulty: _____ Proficiency: _____ BCS: _____
Sight: _____ *Normal* *Reduced*
Sound: _____ Score: _____
Smell: _____ Fatigue: _____
Description: _____ Range: _____
_____ Duration: _____
_____ Target: _____
_____ Area: _____

Name: _____ Area: _____ Grade: _____
Difficulty: _____ Proficiency: _____ BCS: _____
Sight: _____ *Normal* *Reduced*
Sound: _____ Score: _____
Smell: _____ Fatigue: _____
Description: _____ Range: _____
_____ Duration: _____
_____ Target: _____
_____ Area: _____

Name: _____ Area: _____ Grade: _____
Difficulty: _____ Proficiency: _____ BCS: _____
Sight: _____ *Normal* *Reduced*
Sound: _____ Score: _____
Smell: _____ Fatigue: _____
Description: _____ Range: _____
_____ Duration: _____
_____ Target: _____
_____ Area: _____

Name: _____ Area: _____ Grade: _____
Difficulty: _____ Proficiency: _____ BCS: _____
Sight: _____ *Normal* *Reduced*
Sound: _____ Score: _____
Smell: _____ Fatigue: _____
Description: _____ Range: _____
_____ Duration: _____
_____ Target: _____
_____ Area: _____

Mage Spell List

Name: _____ Area: _____ Grade: _____
Complexity: _____ Preparation: _____ Lasts: _____
Sight: _____ *Score* *Normal* *Reduced*
Sound: _____ Score: () ()
Smell: _____ Fatigue: () ()
Description: _____ Range: () ()
_____ Duration: () ()
_____ Target: () ()
_____ Area: () ()

Name: _____ Area: _____ Grade: _____
Complexity: _____ Preparation: _____ Lasts: _____
Sight: _____ *Score* *Normal* *Reduced*
Sound: _____ Score: () ()
Smell: _____ Fatigue: () ()
Description: _____ Range: () ()
_____ Duration: () ()
_____ Target: () ()
_____ Area: () ()

Name: _____ Area: _____ Grade: _____
Complexity: _____ Preparation: _____ Lasts: _____
Sight: _____ *Score* *Normal* *Reduced*
Sound: _____ Score: () ()
Smell: _____ Fatigue: () ()
Description: _____ Range: () ()
_____ Duration: () ()
_____ Target: () ()
_____ Area: () ()

Name: _____ Area: _____ Grade: _____
Complexity: _____ Preparation: _____ Lasts: _____
Sight: _____ *Score* *Normal* *Reduced*
Sound: _____ Score: () ()
Smell: _____ Fatigue: () ()
Description: _____ Range: () ()
_____ Duration: () ()
_____ Target: () ()
_____ Area: () ()

Name: _____ Area: _____ Grade: _____
Complexity: _____ Preparation: _____ Lasts: _____
Sight: _____ *Score* *Normal* *Reduced*
Sound: _____ Score: () ()
Smell: _____ Fatigue: () ()
Description: _____ Range: () ()
_____ Duration: () ()
_____ Target: () ()
_____ Area: () ()

Magician Spell List

<input type="checkbox"/> Name:	_____	Area:	_____	Grade:	_____	
Complexity:	_____	Spawn:	_____	Source:	_____	
Sight:	_____			<i>Score</i>	<i>Normal</i>	<i>Reduced</i>
Sound:	_____	Score:	()		()	
Smell:	_____	Fatigue:	()		()	
Description:	_____	Range:	()		()	
	_____	Duration:	()		()	
	_____	Target:	()		()	
	_____	Area:	()		()	

Magician Spell List

Priest Sacrament List

Standing: _____ Deity/Aspect: _____ Alignment: _____ DR: _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Name: _____ Aspect: _____ Standing: _____
Range: _____ Duration: _____ *SL Fatigue Effect*
Target: _____ Area: _____ 1 _____
Sight: _____ 2 _____
Sound: _____ 3 _____
Smell: _____ 4 _____
Description: _____ 5 _____
_____ 6 _____
_____ 7 _____
_____ 8 _____
_____ 9 _____

Theurge Sheet

Name: _____ MAG _____ Link _____ Sentience _____
 Description: _____ POW _____ WIL _____ *Attack* _____
 _____ MOL _____ CHA _____ Reach _____
 _____ Size _____ SPI _____ BCS _____
 _____ Lang. _____ TAL _____ Damage _____
 Command BCS _____ Last _____ Profic. _____ WIT _____ Defense _____

<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	<input type="button" value="Durable"/>	<i>Pen.</i>	<input type="button" value="Durable"/>	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
_____	_____	_____	Minimal _____	<input type="button"/>	0	<input type="button"/>	_____	Minimal	_____	_____	_____
_____	_____	_____	V. Minor _____	<input type="button"/>	-1/3	<input type="button"/>	_____	V. Minor	_____	_____	_____
_____	_____	_____	Minor _____	<input type="button"/>	-1	<input type="button"/>	_____	Minor	_____	_____	_____
<input type="button"/>	<input type="button"/>	<input type="button"/>	Moderate _____	<input type="button"/>	-3	<input type="button"/>	_____	Moderate	_____	_____	_____
_____	_____	_____	Major _____	<input type="button"/>	-6	<input type="button"/>	_____	Major	_____	_____	_____
_____	_____	_____	Extreme _____	<input type="button"/>	-10	<input type="button"/>	_____	Extreme	_____	_____	_____
_____	_____	_____	Complete _____	<input type="button"/>	*	<input type="button"/>	_____	Complete	_____	_____	_____
_____	_____	_____	Absolute _____	<input type="button"/>	*	<input type="button"/>	_____	Absolute	_____	_____	_____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Name: _____
 Description: _____

MAG _____ Link _____ Sentience _____
 POW _____ WIL _____ *Attack* _____
 MOL _____ CHA _____ Reach _____
 Size _____ SPI _____ BCS _____
 Lang. _____ TAL _____ Damage _____
 Profic. _____ WIT _____ Defense _____

Combat **Physical** **Recovery** **Gather** **Magical** **Recovery** **Morale**

<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	Durable	<i>Pen.</i>	Durable	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
_____	_____	_____	Minimal	_____	<input type="text"/>	0	<input type="text"/>	_____	Minimal	_____	_____
_____	_____	_____	V. Minor	_____	<input type="text"/>	-1/3	<input type="text"/>	_____	V. Minor	_____	_____
_____	_____	_____	Minor	_____	<input type="text"/>	-1	<input type="text"/>	_____	Minor	_____	_____
<input type="text"/>	<input type="text"/>	<input type="text"/>	Moderate	_____	<input type="text"/>	-3	<input type="text"/>	_____	Moderate	_____	_____
_____	_____	_____	Major	_____	<input type="text"/>	-6	<input type="text"/>	_____	Major	_____	_____
_____	_____	_____	Extreme	_____	<input type="text"/>	-10	<input type="text"/>	_____	Extreme	_____	_____
_____	_____	_____	Complete	_____	<input type="text"/>	*	<input type="text"/>	_____	Complete	_____	_____
_____	_____	_____	Absolute	_____	<input type="text"/>	*	<input type="text"/>	_____	Absolute	_____	_____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Major Theurge Sheet

Name: _____ MAG _____ Link _____ Sentience _____
 Description: _____ POW _____ WIL _____ *Attack* _____
 _____ MOL _____ CHA _____ Reach _____
 _____ Size _____ SPI _____ BCS _____
 _____ Lang. _____ TAL _____ Damage _____
 _____ Profic. _____ WIT _____ Defense _____

	<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	<input type="button" value="Durable"/>	<i>Pen.</i>	<input type="button" value="Durable"/>	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
_____	_____	_____	_____	Minimal	_____	<input type="text"/>	0	<input type="text"/>	_____	Minimal	_____	_____
_____	_____	_____	_____	V. Minor	_____	<input type="text"/>	-1/3	<input type="text"/>	_____	V. Minor	_____	_____
_____	_____	_____	_____	Minor	_____	<input type="text"/>	-1	<input type="text"/>	_____	Minor	_____	_____
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Moderate	_____	<input type="text"/>	-3	<input type="text"/>	_____	Moderate	_____	_____
_____	_____	_____	_____	Major	_____	<input type="text"/>	-6	<input type="text"/>	_____	Major	_____	_____
_____	_____	_____	_____	Extreme	_____	<input type="text"/>	-10	<input type="text"/>	_____	Extreme	_____	_____
_____	_____	_____	_____	Complete	_____	<input type="text"/>	*	<input type="text"/>	_____	Complete	_____	_____
_____	_____	_____	_____	Absolute	_____	<input type="text"/>	*	<input type="text"/>	_____	Absolute	_____	_____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Additional Theurge Powers Sheet

Theurge: _____
Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Power: _____ SL: ___ Fatigue: _____
Range: _____ Duration: _____
Target: _____ Area: _____
Sight: _____
Sound: _____
Smell: _____
Description: _____

Minion Sheet

Name: _____ Race _____ Size _____ Sentience _____
 Description: _____ STR _____ WIL _____ **Perception**
 _____ CON _____ CHA _____ Vision _____
 _____ END _____ SPI _____ Night _____
 _____ DEX _____ TAL _____ Hearing _____
 _____ AGI _____ WIT _____ Smell _____

Combat
 Physical
 Recovery
 Gather
 Magical
 Recovery
 Morale

Jog	Swim	Fly	Exertion	Physical	(Durable)	Pen.	(Durable)	Magical	Exertion	Location	Wound
_____	_____	_____	Minimal _____	_____	<input type="text"/>	0	<input type="text"/>	_____	Minimal	_____	_____
_____	_____	_____	V. Minor _____	_____	<input type="text"/>	-1/3	<input type="text"/>	_____	V. Minor	_____	_____
_____	_____	_____	Minor _____	_____	<input type="text"/>	-1	<input type="text"/>	_____	Minor	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Moderate _____	_____	<input type="text"/>	-3	<input type="text"/>	_____	Moderate	_____	_____
_____	_____	_____	Major _____	_____	<input type="text"/>	-6	<input type="text"/>	_____	Major	_____	_____
_____	_____	_____	Extreme _____	_____	<input type="text"/>	-10	<input type="text"/>	_____	Extreme	_____	_____
_____	_____	_____	Complete _____	_____	<input type="text"/>	*	<input type="text"/>	_____	Complete	_____	_____
_____	_____	_____	Absolute _____	_____	<input type="text"/>	*	<input type="text"/>	_____	Absolute	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Name: _____ Race _____ Size _____ Sentience _____
 Description: _____ STR _____ WIL _____ **Perception**
 _____ CON _____ CHA _____ Vision _____
 _____ END _____ SPI _____ Night _____
 _____ DEX _____ TAL _____ Hearing _____
 _____ AGI _____ WIT _____ Smell _____

Combat
 Physical
 Recovery
 Gather
 Magical
 Recovery
 Morale

Jog	Swim	Fly	Exertion	Physical	(Durable)	Pen.	(Durable)	Magical	Exertion	Location	Wound
_____	_____	_____	Minimal _____	_____	<input type="text"/>	0	<input type="text"/>	_____	Minimal	_____	_____
_____	_____	_____	V. Minor _____	_____	<input type="text"/>	-1/3	<input type="text"/>	_____	V. Minor	_____	_____
_____	_____	_____	Minor _____	_____	<input type="text"/>	-1	<input type="text"/>	_____	Minor	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Moderate _____	_____	<input type="text"/>	-3	<input type="text"/>	_____	Moderate	_____	_____
_____	_____	_____	Major _____	_____	<input type="text"/>	-6	<input type="text"/>	_____	Major	_____	_____
_____	_____	_____	Extreme _____	_____	<input type="text"/>	-10	<input type="text"/>	_____	Extreme	_____	_____
_____	_____	_____	Complete _____	_____	<input type="text"/>	*	<input type="text"/>	_____	Complete	_____	_____
_____	_____	_____	Absolute _____	_____	<input type="text"/>	*	<input type="text"/>	_____	Absolute	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>

Group: _____ Race _____ Size _____ Sentience _____
 Description: _____ STR _____ WIL _____ *Perception* _____
 _____ CON _____ CHA _____ Vision _____
 _____ END _____ SPI _____ Night _____
 _____ DEX _____ TAL _____ Hearing _____
 _____ AGI _____ WIT _____ Smell _____

Mv/CMR Physical Recovery Gather Magical Recovery Morale

Minion 1	Minion 2	Minion 3	Minion 4
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Group: _____ Race _____ Size _____ Sentience _____
 Description: _____ STR _____ WIL _____ *Perception* _____
 _____ CON _____ CHA _____ Vision _____
 _____ END _____ SPI _____ Night _____
 _____ DEX _____ TAL _____ Hearing _____
 _____ AGI _____ WIT _____ Smell _____

Mv/CMR Physical Recovery Gather Magical Recovery Morale

Minion 1	Minion 2	Minion 3	Minion 4
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Many-Minion Sheet

Group: _____	Race _____	Size _____	Sentience _____
Description: _____	STR _____	WIL _____	Perception
_____	CON _____	CHA _____	Vision _____
_____	END _____	SPI _____	Night _____
_____	DEX _____	TAL _____	Hearing _____
_____	AGI _____	WIT _____	Smell _____

Mv/CMR	Physical	Recovery	Gather	Magical	Recovery	Morale
--------	----------	----------	--------	---------	----------	--------

<i>Weapon</i>	<i>Skill</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>R/Inc.</i>	<i>Damage</i>	<i>Def/Shot</i>	<i>Med/Long</i>
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

<i>Minion 1</i> _____ _____ _____ _____ _____ _____	<i>Minion 1</i> _____ _____ _____ _____ _____ _____	<i>Minion 1</i> _____ _____ _____ _____ _____ _____	<i>Minion 1</i> _____ _____ _____ _____ _____ _____
--	--	--	--

<i>Minion 5</i> _____ _____ _____ _____ _____ _____	<i>Minion 6</i> _____ _____ _____ _____ _____ _____	<i>Minion 7</i> _____ _____ _____ _____ _____ _____	<i>Minion 8</i> _____ _____ _____ _____ _____ _____
--	--	--	--

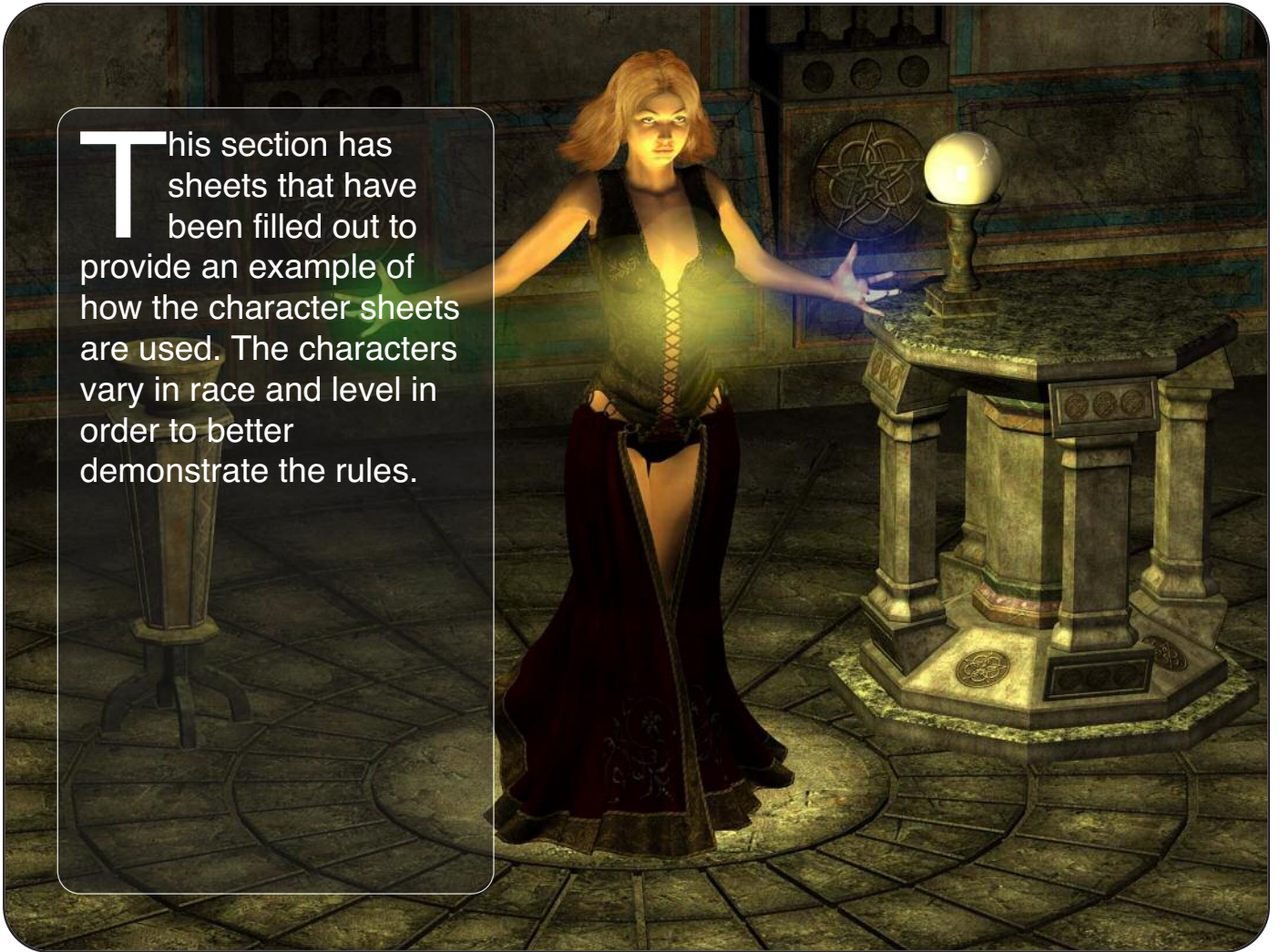
<i>Minion 9</i> _____ _____ _____ _____ _____ _____	<i>Minion 10</i> _____ _____ _____ _____ _____ _____	<i>Minion 11</i> _____ _____ _____ _____ _____ _____	<i>Minion 12</i> _____ _____ _____ _____ _____ _____
--	---	---	---

<i>Minion 13</i> _____ _____ _____ _____ _____ _____	<i>Minion 14</i> _____ _____ _____ _____ _____ _____	<i>Minion 15</i> _____ _____ _____ _____ _____ _____	<i>Minion 16</i> _____ _____ _____ _____ _____ _____
---	---	---	---

SECTION 3

EXAMPLE SHEETS

This section has sheets that have been filled out to provide an example of how the character sheets are used. The characters vary in race and level in order to better demonstrate the rules.



EXAMPLE SHEETS



Filled out sheets are provided here to supply examples of how the various sheets are used. Starting with Alphonse, the example character from the *Troll & Hero* rule book, these examples include a dólgfin weapon master, a sidhe spell caster, and more.

By showing a variety of races, classes and levels these characters explore the rules, serving as practical examples of what characters can be like and to supply the referee with non-player characters suitable to a variety of situations and locations.

Name: Alphonse (Beginning Character) Alignment: Lawful Good Player: Jon Smith
 Class: Fighter Level: 0 Race: Human Gender: Male
 Description: Seventh son of a poor noble family he is on his own, seeking action and adventure; tall, lean and muscular with blond hair and peach fuzz for a beard. Blue eyes fading to grey. Strong nose. fair skinned

Size: Medium 6' 160 lbs Sleep: 24 hrs 2 hrs 6 hrs Jump: 7' 3 1/2' Age: 17
 Vision: 150 Normal Hearing: +0 Smelling: -5 x

roll points base + race = final			roll points base + race = final			Complexity fat WIT								
STR	+2	() ()	+2	+0	= +2	WIL	0	() ()	0	+	= 0	<input type="checkbox"/> hard	0	0
CON	+2	() ()	+2	+0	= +2	CHA	+1	() ()	+1	+	= +1	<input type="checkbox"/> complex	+1	-1
END	0	() ()	0	+0	= 0	SPI	+2	() ()	+2	+	= +2	<input type="checkbox"/> multiplex	+2	-3
DEX	+2	() ()	+2	+0	= +2	TAL	-1	() ()	-1	+	= -1	<input type="checkbox"/> polyplex	+3	-6
AGI	+1	() ()	+1	+0	= +1	WIT	+1	() ()	+1	+	= +1	<input type="checkbox"/> omnplex	+4	-10

Attr Pts: _____ CMR: Mv (2) **Physical** **GATHER SOURCE** solar **Magical**

Enc.	Pounds	fat	AGI	Jog	Swim	Fly	IMMEDIATE	RECOVERY	DURABLE	DURABLE	RECOVERY	IMMEDIATE
<input type="checkbox"/> Unen.	<u>20</u>	0	0	<u>(2)</u>	<u>(1/2)</u>		<u>10</u>	<u>mi; 1 hr</u>	<u>-1</u>	<u>-1</u>	<u>10</u>	<u>mi; 40 mi</u>
<input type="checkbox"/> Light	<u>50</u>	+1	0	<u>1 1/2</u>	<u>(2)</u>		<u>Minimal</u>	<u>10 h</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>0</u>	<u>Fresh</u>
<input checked="" type="checkbox"/> Enc.	<u>100</u>	+2	-1	<u>3</u>	<u>1 1/2</u>		<u>V. Minor</u>	<u>3 h</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>-1/3</u>	<u>Tired</u>
<input type="checkbox"/> Hvy.	<u>200</u>	+3	-3	<u>4</u>	<u>2</u>	<input type="checkbox"/>	<u>Minor</u>	<u>1 hr</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>-1</u>	<u>Beat</u>
<input type="checkbox"/> Extr.	<u>400</u>	+4	-6	<u>5</u>	<u>3</u>		<u>Moderate</u>	<u>20m</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>-3⁽¹⁾</u>	<u>Weary</u>
Dodge	Agility	A		<u>6</u>	<u>4</u>		<u>Major</u>	<u>7m</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>-6⁽²⁾</u>	<u>Exhau.</u>
		BCS		<u>7</u>	<u>5</u>		<u>Extreme</u>	<u>2m</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>-10⁽³⁾</u>	<u>Collap.</u>
<u>Retreat</u>	<u>/Weave</u>			<u>8</u>	<u>6</u>		<u>Complete</u>	<u>7r</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>*⁽⁴⁾</u>	<u>Uncon.</u>
							<u>Absolute</u>	<u>2r</u>	<input type="checkbox"/>	<input type="checkbox"/>	<u>*⁽⁵⁾</u>	<u>Coma.</u>

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/> Long sword	Sword 1-h	A Pri	Normal	12	M	12 chop	3 ()	
<input type="checkbox"/> Brawl	Brawl	A Sec 2	Partial	10	C	10 brawl	(3) ()	
<input type="checkbox"/> Round Shield	Shield	A Sec 2	Partial	10			5 ()	
<input type="checkbox"/> Dagger	Knife	A Sec 2	Partial	10	C	11 cut	- ()	
<input type="checkbox"/> Belt knife						10 cut	()	
<input type="checkbox"/> Francesca	Axe 1-h	A Sec 2	Partial	10	M	11 chop	2 ()	
<input type="checkbox"/> Long Spear	Spear 2-h	A rec.	Partial	10	P	12 imp	12 ()	
<input type="checkbox"/> Francesca	Throw Axe	A Prim	Normal	12	15'	11 Chop	4 ()	60'
<input type="checkbox"/> Med. Crossbow	Crossbow	A Ele #1	Partial	10	25'	10 impale	(12)	200'
								225'
								1,000'

Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 <u>impairing</u>		Init. <u>+0</u>
		<input type="checkbox"/> Demoral. -3 <u>disabling</u>		Adv. <u>11</u>
		<input type="checkbox"/> Scared -6 <u>crippling</u>		PD <u>-3</u>
		<input type="checkbox"/> Terrified -10 <u>grievous</u>		AP <u>3</u>
		<input type="checkbox"/> Petrified * <u>mortal</u>		
		<input type="checkbox"/> Swoon * <u>lethal</u>		

Equipment	Carried	Weight
<input type="checkbox"/> Long sword	waist/belt/left	3
<input type="checkbox"/> Dagger	waist/belt/right	1
<input type="checkbox"/> Hard Leather armor	worn	20
<input type="checkbox"/> Medium crossbow	slung/right shoulder	8
<input type="checkbox"/> quiver + 12 quarrels	slung/left shoulder	3
<input type="checkbox"/> francesca x 1	left hand	2
<input type="checkbox"/> francesca x 2	waist/belt/front	4
<input type="checkbox"/> francesca x 1	waist/belt/back	2
<input type="checkbox"/> round shield	slung/left shoulder	12½
<input type="checkbox"/> long spear	right hand	3
<input type="checkbox"/>	total weapons	= 58½
<input type="checkbox"/> shirt & pants	worn under armor	3
<input type="checkbox"/> sandals	worn	¼
<input type="checkbox"/> belt knife	waist/belt/left	½
<input type="checkbox"/> money pouch	waist/belt/front	1/8
<input type="checkbox"/>	total carried	= 62 ¾
<input type="checkbox"/>		
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Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

GOOD	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	EVIL
Giving	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Loving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hateful
Naïve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Selfless	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Total: <u>7</u>											<u>1</u> : Total	

LAWFUL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CHAOTIC
Harmony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discord
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anarchy
Stoic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emotional
Thoughtful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impulsive
Total: <u>5</u>											<u>2</u> : Total	

NATURAL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CREATIVE
Ascetic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonist
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Judging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feeling
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Idealist
Total: <u>6</u>											<u>0</u> : Total	

POSITIVE	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	NEGATIVE
Admiring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Despising
Cheerful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gloomy
Hopeful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubtful
Obliging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crabby
Total: <u>5</u>											<u>2</u> : Total	

History _____

Notes _____

Name: Álf (Beginning Character) Alignment: Chaotic Positive Player: Jon Smith
 Class: Weapon Master Level: 0 Race: Dólgfin Gender: Male
 Description: slight build (for dólgfin) and very muscular, fur is mottled brown, grey & black. Eyes are mismatched yellow and black

Size: Medium 6' 200 lbs Sleep: 35 hrs 3 hrs 4½ hrs Jump: 8' 4' Age: 8
 Vision: 200 Dark-Sight Hearing: +1 Smelling: -3


roll points base + race = final			roll points base + race = final			Complexity fat WIT							
STR	<u>+2</u>	() ()	<u>+2</u>	<u>+1</u>	= <u>+3</u>	WIL	<u>0</u>	() ()	<u>0</u>	<u>-1</u>	<input checked="" type="checkbox"/> average	<u>0</u>	<u>0</u>
CON	<u>+4</u>	() ()	<u>+4</u>	<u>+1</u>	= <u>+5</u>	CHA	<u>-1</u>	() ()	<u>-1</u>	<u>-2</u>	<input type="checkbox"/> hard	<u>+1</u>	<u>-1</u>
END	<u>+1</u>	() ()	<u>+1</u>	<u>+1</u>	= <u>+2</u>	SPI	<u>0</u>	() ()	<u>0</u>	<u>-1</u>	<input type="checkbox"/> complex	<u>+2</u>	<u>-3</u>
DEX	<u>+2</u>	() ()	<u>+2</u>	<u>-1</u>	= <u>+1</u>	TAL	<u>+1</u>	() ()	<u>+1</u>	<u>-2</u>	<input type="checkbox"/> multiplex	<u>+3</u>	<u>-6</u>
AGI	<u>+2</u>	() ()	<u>+2</u>	<u>0</u>	= <u>+2</u>	WIT	<u>+1</u>	() ()	<u>+1</u>	<u>-1</u>	<input type="checkbox"/> polyplex	<u>+4</u>	<u>-10</u>

Attr Pts: _____ CMR: Mv (2)

Enc. Pounds fat AGI			Jog Swim Fly			Physical			Magical			
<input type="checkbox"/> Unen.	<u>30</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>(½)</u>	<u>8 mins; 40 m</u>	<u>7hr</u>	<u>0</u>	<u>Tree</u>	<u>20 min; ¼ hr</u>	<u>1 hr</u>	<u>Minimal</u>
<input checked="" type="checkbox"/> Light	<u>75</u>	<u>+1</u>	<u>0</u>	<u>2</u>	<u>(2)</u>	<u>RECOVERY</u>	<u>2h</u>	<u>IMMEDIATE</u>	<u>0</u>	<u>RECOVERY</u>	<u>20 m</u>	<u>V. Minor</u>
<input type="checkbox"/> Enc.	<u>150</u>	<u>+2</u>	<u>-1</u>	<u>4</u>	<u>1½</u>	<u>IMMEDIATE</u>	<u>45m</u>	<u>0</u>	<u>0</u>	<u>IMMEDIATE</u>	<u>7 m</u>	<u>Minor</u>
<input type="checkbox"/> Hvy.	<u>300</u>	<u>+3</u>	<u>-3</u>	<u>5</u>	<u>(2)</u>	<u>0</u>	<u>15m</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>2 m</u>	<u>Moderate</u>
<input type="checkbox"/> Extr.	<u>600</u>	<u>+4</u>	<u>-6</u>	<u>6</u>	<u>3</u>	<u>0</u>	<u>5m</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>7 r</u>	<u>Major</u>
Dodge Agility A Ele#1			<u>7</u>	<u>4</u>		<u>0</u>	<u>15 r</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>2 r</u>	<u>Extreme</u>
Partial <u>BCS</u> <u>10</u>			<u>8</u>	<u>5</u>		<u>0</u>	<u>5r</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>2 act</u>	<u>Complete</u>
Retreat <u>-</u> / Weave <u>-</u>			<u>9</u>	<u>6</u>		<u>0</u>	<u>1r</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>reflex</u>	<u>Absolute</u>

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/> Heavy Mace	<u>Club I-H</u>	<u>A Pri</u>	<u>Normal</u>	<u>11</u>	<u>M</u>	<u>13 crush</u>	<u>4 (1/-1)</u>	
<input type="checkbox"/> Mace	<u>" "</u>			<u>11</u>	<u>S</u>	<u>12 crush</u>	<u>3 (1/-2)</u>	
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/> Kukri	<u>Knife</u>	<u>A Sec2</u>	<u>Partial</u>	<u>9</u>	<u>C</u>	<u>12 chop</u>	<u>- (4/+2)</u>	
<input type="checkbox"/> Dagger	<u>"</u>			<u>9</u>	<u>C</u>	<u>12 Cut</u>	<u>- (4/0)</u>	
<input type="checkbox"/> Throwing Dagger	<u>Throw Knife</u>	<u>A Fr 1</u>	<u>Partial</u>	<u>8</u>	<u>10'</u>	<u>10 imp</u>	<u>3 ()</u>	<u>90'</u> <u>300'</u>
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/>							<u>()</u>	

Location/Severity	Location/Severity		
		<input type="checkbox"/> Disheart <u>-1</u>	<u>impairing</u>
		<input type="checkbox"/> Demoral. <u>-3</u>	<u>disabling</u>
		<input type="checkbox"/> Scared <u>-6</u>	<u>crippling</u>
		<input type="checkbox"/> Terrified <u>-10</u>	<u>grievous</u>
		<input type="checkbox"/> Petrified <u>*</u>	<u>mortal</u>
		<input type="checkbox"/> Swoon <u>*</u>	<u>lethal</u>

1½ sp 

Init.	<u>+0</u>
Adv.	<u>4</u>
PD	<u>0</u>
AP	<u>3</u>

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>
<input type="checkbox"/> Heavy Mace	waist/belt/left	5
<input type="checkbox"/> Heavy Mace	waist/belt/right	5
<input type="checkbox"/> Hard Leather armor	worn	20
<input type="checkbox"/> mace x 1	left hand	3
<input type="checkbox"/> kukri x 1	waist/belt/front	1
<input type="checkbox"/> dagger x 1	waist/belt/back	1
<input type="checkbox"/> throwing daggers x 3	bandoleer	3
<input type="checkbox"/> bandoleer	slung/left shoulder	1
<input type="checkbox"/>	total weapons	= 39
<input type="checkbox"/> shirt & pants	worn under armor	3
<input type="checkbox"/> sandals	worn	1/4
<input type="checkbox"/> belt knife	waist/belt/left	1/2
<input type="checkbox"/> money pouch	waist/belt/front	1/8
<input type="checkbox"/>	total carried	= 42 7/8
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Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Name: Álf (Fifth Level) Alignment: Chaotic Positive Good Player: Jon Smith
 Class: Weapon Master Level: 5 Race: Dólgfin Gender: Male
 Description: slight build (for dólgfin) and very muscular, fur is mottled brown, grey & black. Eyes are mismatched yellow and black

Size: Medium 6' 200 lbs Sleep: 35 hrs 3 hrs 4½ hrs Jump: 8' 4' Age: 8
 Vision: 200 Dark-Sight Hearing: +1 Smelling: -3

roll points base + race = final			roll points base + race = final			Complexity fat WIT									
STR	<u>+2</u>	() ()	<u>+2</u>	<u>+1</u>	=	<u>+3</u>	WIL	<u>0</u>	() ()	<u>+ -1</u>	=	<u>-1</u>	<input checked="" type="checkbox"/> average	<u>0</u>	<u>0</u>
CON	<u>+4</u>	() ()	<u>+4</u>	<u>+1</u>	=	<u>+5</u>	CHA	<u>-1</u>	() ()	<u>+ -2</u>	=	<u>-3</u>	<input type="checkbox"/> hard	<u>+1</u>	<u>-1</u>
END	<u>+1</u>	() ()	<u>+1</u>	<u>+1</u>	=	<u>+2</u>	SPI	<u>0</u>	() ()	<u>+ -1</u>	=	<u>-1</u>	<input type="checkbox"/> complex	<u>+2</u>	<u>-3</u>
DEX	<u>+2</u>	(<u>3</u> <u>+3</u>)	<u>+3</u>	<u>-1</u>	=	<u>+2</u>	TAL	<u>+1</u>	() ()	<u>+ -2</u>	=	<u>-1</u>	<input type="checkbox"/> multiplex	<u>+3</u>	<u>-6</u>
AGI	<u>+2</u>	() ()	<u>+2</u>	<u>0</u>	=	<u>+2</u>	WIT	<u>+1</u>	() ()	<u>+ -1</u>	=	<u>0</u>	<input type="checkbox"/> polyplex	<u>+4</u>	<u>-10</u>

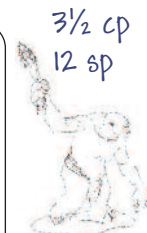
Attr Pts: 2 CMR: MV 3

Enc. Pounds fat AGI			Jog Swim Fly			Physical			Magical		
<input type="checkbox"/> Unen.	<u>30</u>	<u>0</u> <u>0</u>	<u>1</u>	<u>(½)</u>	<u>—</u>	<input type="checkbox"/> Minimal	<u>15 hr</u>	<input type="checkbox"/> 0	<input type="checkbox"/> Fresh	<u>1 hr</u>	<input type="checkbox"/> Minimal
<input checked="" type="checkbox"/> Light	<u>75</u>	<u>+1</u> <u>0</u>	<u>2</u>	<u>(2)</u>	<u>—</u>	<input type="checkbox"/> V. Minor	<u>5 h</u>	<input type="checkbox"/> -1/3	<input type="checkbox"/> Tired	<u>20 m</u>	<input type="checkbox"/> V. Minor
<input type="checkbox"/> Enc.	<u>150</u>	<u>+2</u> <u>-1</u>	<u>4</u>	<u>1½</u>	<u>—</u>	<input type="checkbox"/> Minor	<u>1½ m</u>	<input type="checkbox"/> -1	<input type="checkbox"/> Beat	<u>7 m</u>	<input type="checkbox"/> Minor
<input type="checkbox"/> OHvy.	<u>300</u>	<u>+3</u> <u>-3</u>	<input checked="" type="checkbox"/> <u>5</u>	<input checked="" type="checkbox"/> <u>2</u>	<input type="checkbox"/> <u>—</u>	<input type="checkbox"/> Moderate	<u>30 m</u>	<input type="checkbox"/> -3 ⁽¹⁾	<input type="checkbox"/> Weary	<u>2 m</u>	<input type="checkbox"/> Moderate
<input type="checkbox"/> Extr.	<u>600</u>	<u>+4</u> <u>-6</u>	<u>6</u>	<u>3</u>	<u>—</u>	<input type="checkbox"/> Major	<u>10 m</u>	<input type="checkbox"/> -6 ⁽²⁾	<input type="checkbox"/> Exhau.	<u>7 r</u>	<input type="checkbox"/> Major
Dodge Agility A Ele#1			<u>7</u>	<u>4</u>	<u>—</u>	<input type="checkbox"/> Extreme	<u>3 m</u>	<input type="checkbox"/> -10 ⁽³⁾	<input type="checkbox"/> Collap.	<u>2 r</u>	<input type="checkbox"/> Extreme
Expert <u>+2</u> BCS <u>14</u>			<u>8</u>	<u>5</u>	<u>—</u>	<input type="checkbox"/> Complete	<u>10 r</u>	<input type="checkbox"/> *	<input type="checkbox"/> Uncon.	<u>2 act</u>	<input type="checkbox"/> Complete
Retreat <u>2</u> / Weave <u>2</u>			<u>9</u>	<u>6</u>	<u>—</u>	<input type="checkbox"/> Absolute	<u>3 r</u>	<input type="checkbox"/> *	<input type="checkbox"/> Coma.	<u>reflex</u>	<input type="checkbox"/> Absolute

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/> Heavy Mace	<u>Club 1-H</u>	<u>A Pri</u>	<u>Expert +5</u>	<u>17</u>	<u>M</u>	<u>13 crush</u>	<u>8 (1/-1)</u>	
	<u>Improved Parry 4</u>	<u>Increased Engagement 3</u>						
<input type="checkbox"/> Mace	<u>" "</u>			<u>17</u>	<u>S</u>	<u>12 crush</u>	<u>7 (1/-2)</u>	
<input type="checkbox"/> Kukri	<u>Knife</u>	<u>Sec2</u>	<u>Expert +1</u>	<u>13</u>	<u>C</u>	<u>12 chop</u>	<u>— (4/+2)</u>	
	<u>Second Strike 1</u>	<u>Draw & Strike 1</u>						
<input type="checkbox"/> Dagger	<u>"</u>			<u>13</u>	<u>C</u>	<u>12 Cut</u>	<u>— (4/0)</u>	
<input type="checkbox"/> Throwing Dagger	<u>Throw Knife</u>	<u>Free 2</u>	<u>Normal</u>	<u>10</u>	<u>10'</u>	<u>10 imp</u>	<u>5 ()</u>	<u>90'</u> <u>300'</u>
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/>							<u>()</u>	
<input type="checkbox"/>							<u>()</u>	

Location/Severity	Location/Severity		Init.
		<input type="checkbox"/> Disheart -1 <u>impairing</u>	<u>+0</u>
		<input type="checkbox"/> Demoral. -3 <u>disabling</u>	<u>4</u>
		<input type="checkbox"/> Scared -6 <u>crippling</u>	<u>0</u>
		<input type="checkbox"/> Terrified -10 <u>grievous</u>	<u>7</u>
		<input type="checkbox"/> Petrified * <u>mortal</u>	
		<input type="checkbox"/> Swoon * <u>lethal</u>	

3½ cp
12 sp



Equipment	Carried	Weight
<input type="checkbox"/> Heavy Mace	waist/belt/left	5
<input type="checkbox"/> Heavy Mace +2	waist/belt/right	5
<input type="checkbox"/> Light chainmail armor	worn	25
<input type="checkbox"/> mace x 1	left hand	3
<input type="checkbox"/> kukri x 1	waist/belt/front	1
<input type="checkbox"/> dagger x 1	waist/belt/back	1
<input type="checkbox"/> throwing daggers x 5	bandoleer	5
<input type="checkbox"/> bandoleer	slung/left shoulder	1
<input type="checkbox"/>	total weapons	= 46
<input type="checkbox"/> shirt & pants	worn under armor	3
<input type="checkbox"/> sandals	worn	¼
<input type="checkbox"/> belt knife	waist/belt/left	½
<input type="checkbox"/> money pouch	waist/belt/front	1/8
<input type="checkbox"/> Sack	Slung/right shoulder	1
<input type="checkbox"/> iron rations x 10	sack	10
<input type="checkbox"/> shirt & pants (spare)	sack	3
<input type="checkbox"/> hearth stone	sack	¼
<input type="checkbox"/> diamond (-1 sp)	money pouch	
<input type="checkbox"/> ruby (-2½ sp)	money pouch	
<input type="checkbox"/> brass monkey ring	right hand	
<input type="checkbox"/> iron ring of protection	left hand	
<input type="checkbox"/>	total carried	= 64 1/8
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
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Iron Ring of Protection Item Name		
Average Complexity	Control 5	Master 14
First Degree	3 Uses	Time —
3 rounds	3 minutes	Deactivate
SLA 4 wer	5 (30) Charges/Fatigue	
Produces a red aura around wearer providing AP 4 protection for one minute. Only works on medium size and smaller		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

GOOD	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	EVIL
Giving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Loving	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hateful
Naïve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Selfless	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Total: <u>9</u>												<u>0</u> :Total

LAWFUL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CHAOTIC
Harmony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discord
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Anarchy
Stoic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emotional
Thoughtful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impulsive
Total: <u>0</u>												<u>12</u> :Total

NATURAL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CREATIVE
Ascetic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonist
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Judging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feeling
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Idealist
Total: <u>4</u>												<u>6</u> :Total

POSITIVE	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	NEGATIVE
Admiring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Despising
Cheerful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gloomy
Hopeful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubtful
Obliging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crabby
Total: <u>7</u>												<u>0</u> :Total

History _____

Notes _____

Name: Rúnolf (Beginning Character) Alignment: Chaotic Positive Good Player: Jon Smith
 Class: Spell Caster Level: 0 Race: Sidhe Gender: Male
 Description: short and heavy set with brown hair and black eyes.

Size: LEVEL Small HEIGHT 2' 6" WEIGHT 19 lbs MAX AWAKE 27 hrs FATIGUE 8 hrs MIN SLEEP 4½ hrs JUMP 3' BROAD 1½' HIGH Age: 21
 Vision: DISTANCE 70 NIGHT VISION Moon-Sight ACUITY Hearing: +1 ACUITY Smelling: -4 SENSE DISTANCE/ACUITY


roll points base + race = final			roll points base + race = final			Complexity fat WIT								
STR	<u>+1</u>	() ()	<u>+1</u>	<u>-1</u>	= <u>+0</u>	WIL	<u>-2</u>	() ()	<u>+1</u>	<u>0</u>	= <u>+1</u>	<input type="checkbox"/> <u>hard</u>	<u>0</u>	<u>0</u>
CON	<u>0</u>	() ()	<u>0</u>	<u>+1</u>	= <u>+1</u>	CHA	<u>0</u>	() ()	<u>+</u>	<u>+1</u>	= <u>+1</u>	<input checked="" type="checkbox"/> <u>complex</u>	<u>+1</u>	<u>-1</u>
END	<u>+2</u>	() ()	<u>+2</u>	<u>0</u>	= <u>+2</u>	SPI	<u>0</u>	() ()	<u>+1</u>	<u>0</u>	= <u>+1</u>	<input type="checkbox"/> <u>multiplex</u>	<u>+2</u>	<u>-3</u>
DEX	<u>-1</u>	() ()	<u>+1</u>	<u>+1</u>	= <u>+2</u>	TAL	<u>+2</u>	() ()	<u>+</u>	<u>+1</u>	= <u>+3</u>	<input type="checkbox"/> <u>polyplex</u>	<u>+3</u>	<u>-6</u>
AGI	<u>+1</u>	() ()	<u>+2</u>	<u>+1</u>	= <u>+3</u>	WIT	<u>0</u>	() ()	<u>+1</u>	<u>0</u>	= <u>+1</u>	<input type="checkbox"/> <u>omniplex</u>	<u>+4</u>	<u>-10</u>

Attr Pts: _____ CMR: Mv (1)

Enc. Pounds fat AGI OUnen. <u>2</u> <u>0</u> <u>0</u> OLight <u>5</u> <u>+1</u> <u>0</u> OEnc. <u>10</u> <u>+2</u> <u>-1</u> OHvy. <u>20</u> <u>+3</u> <u>-3</u> OExtr. <u>40</u> <u>+4</u> <u>-6</u>	Jog Swim Fly <u>(2)</u> <u>(1)</u> _____ <u>1½</u> <u>1</u> _____ <u>3</u> <u>2</u> _____ <u>4</u> <u>3</u> _____ <u>5</u> <u>4</u> _____ <u>6</u> <u>5</u> _____ <u>7</u> <u>6</u> _____ <u>8</u> <u>7</u> _____	Physical <small>IMMEDIATE</small> <u>-1</u> <small>RECOVERY</small> <u>10 min; 40 min</u>	<small>GATHER SOURCE</small> <u>Lunar</u>	Magical <small>RECOVERY</small> <u>8 min; 50 min</u> <small>IMMEDIATE</small> <u>-1</u>
		Minimal <u>3 hr</u> <input type="checkbox"/> <u>0</u> Fresh <input type="checkbox"/> <u>5 hr</u> Minimal V. Minor <u>1 h</u> <input type="checkbox"/> <u>-1/3</u> Tired <input type="checkbox"/> <u>1½ hr</u> V. Minor Minor <u>20 m</u> <input type="checkbox"/> <u>-1</u> Beat <input type="checkbox"/> <u>30 m</u> Minor Moderate <u>7 m</u> <input type="checkbox"/> <u>-3⁽¹⁾</u> Weary <input type="checkbox"/> <u>10 m</u> Moderate Major <u>2 m</u> <input type="checkbox"/> <u>-6⁽²⁾</u> Exhau. <input type="checkbox"/> <u>3 m</u> Major Extreme <u>7 r</u> <input type="checkbox"/> <u>-10⁽³⁾</u> Collap. <input type="checkbox"/> <u>1 m</u> Extreme Complete <u>2 r</u> <input type="checkbox"/> <u>*⁽⁴⁾</u> Uncon. <input type="checkbox"/> <u>3 r</u> Complete Absolute <u>2 act</u> <input type="checkbox"/> <u>*⁽⁵⁾</u> Coma. <input type="checkbox"/> <u>1 r</u> Absolute		

Dodge Agility A Ele#2
 Partial _____ BCS 11
 Retreat _____ /Weave _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/> Sidhe Staff	Staff	Ele1	Partial	10	M	10 crush	8 (1/0)	
<input type="checkbox"/> Sidhe Belt Knife	Knife		none	8	Cn	8 cut	- (3/0)	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity	Location/Severity	<input type="checkbox"/> Disheart -1 <u>impairing</u> <input type="checkbox"/> Demoral. -3 <u>disabling</u> <input type="checkbox"/> Scared -6 <u>crippling</u> <input type="checkbox"/> Terrified -10 <u>grievous</u> <input type="checkbox"/> Petrified * <u>mortal</u> <input type="checkbox"/> Swoon * <u>lethal</u>		Init. <u>+0</u> Adv. <u>4</u> PD <u>0</u> AP <u>7</u>
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<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Spell Caster	Magic	H Prim	Normal	12	Formulate Cantrip 0 ; Subtle Casting 0
<input type="checkbox"/> Spell Area	Magic	H S#2	Partial	10	Cantrip Area 0 ; Power Up 0
<input type="checkbox"/> Spell Duration	Magic	H S#2	Partial	10	Cantrip Duration 0 ; Power Up 0
<input type="checkbox"/> Spell Power	Magic	H S#1	Partial	10	Cantrip Power 0 ; Power Up 0
<input type="checkbox"/> Spell Range	Magic	H S#1	Partial	10	Cantrip Range 0 ; Power Up 0
<input type="checkbox"/> Dweomercraeft	Magic	VH Prim	Normal	12	Channel 0 ; Gather 0
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH R1	Limited	9	Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	H	Partial	9	High Alert ; Awareness
<input type="checkbox"/> Listen	Perception	A			Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A			Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH S#2	Partial	8	Rapid Memo 0 ; Focus 0
<input type="checkbox"/>					
<input type="checkbox"/> Lore: Spell Cast	Mental	H S#2	Partial	8	Applied Knowledge 0 ; Educated Guess 0
<input type="checkbox"/> Lit: Sidhe	Mental	E Prim	Normal	12	Scan 0 ; Copyist 0
<input type="checkbox"/> Tactics	Mental	A Free	Partial	9	Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH Rec.	Limited	7	Precise Procedure ; Intuitive Discovery
<input type="checkbox"/>					
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<input type="checkbox"/> Speak Trade	Commun.	G	Partial	10	Dialect 0 ; Accent 0
<input type="checkbox"/> Speak Sidhe	Commun.	E G	Normal	12	Dialect 0 ; Accent 0
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area Mæve's Mnd	Mental	H G	Normal	11	Applied Knowledge 0 ; Educated Guess 0
<input type="checkbox"/> Hist Mæve's Mnd	Mental	A G	Partial	9	Applied Knowledge 0 ; Educated Guess 0
<input type="checkbox"/>					
<input type="checkbox"/>					

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>
<input type="checkbox"/> Sidhe Staff	right hand	$\frac{3}{4}$
<input type="checkbox"/> shirt & pants	worn	$\frac{3}{4}$
<input type="checkbox"/> sandals	worn	1 oz
<input type="checkbox"/> sidhe belt knife	waist/belt/left	2 oz
<input type="checkbox"/> money pouch	waist/belt/front	1 oz
<input type="checkbox"/>		
<input type="checkbox"/>	total carried = $1\frac{3}{4}$	
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Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

GOOD	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	EVIL
Giving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Loving	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hateful
Naïve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Selfless	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Total: <u>9</u>											<u>0</u> : Total	

LAWFUL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CHAOTIC
Harmony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discord
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Anarchy
Stoic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emotional
Thoughtful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impulsive
Total: <u>0</u>											<u>12</u> : Total	

NATURAL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CREATIVE
Ascetic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonist
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Judging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feeling
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Idealist
Total: <u>4</u>											<u>6</u> : Total	

POSITIVE	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	NEGATIVE
Admiring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Despising
Cheerful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gloomy
Hopeful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubtful
Obliging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crabby
Total: <u>7</u>											<u>0</u> : Total	

History _____

Notes _____

Spell Caster Spell List

Name: <u>Heal</u>	Type: <u>Standard</u>	Target: <u>Creature</u>			
Sight: <u>shower of pink glowing flow petals</u>		<u>Power</u>	<u>Range</u>	<u>Duration</u>	<u>Area</u>
Sound: <u>pleasant humming</u>	Reflex	<u>(2)-</u>	<u>touch</u>	<u>instant</u>	<u>XT/SL 1</u>
Smell: <u>freshly cut roses</u>	Action	<u>(3)-</u>	<u>touch</u>	<u>instant</u>	<u>VS/SL 1</u>
Description: <u>limited to slight @ SL 1, impairing @ SL 2; disabling @ SL 3; crippling @ SL 4; grievous @ SL 5; heals slight wound per SL (heals IP equal to SL) maximum SL is listed first, then for medium, then for small (because Rúnolf is small)</u>	Round	<u>(4)1,3</u>	<u>touch</u>	<u>instant</u>	<u>med/SL 1</u>
	2 Rnds	<u>(5)2,4</u>	<u>touch</u>	<u>instant</u>	<u>med/SL 2</u>
	3 Rnds	<u>(6)3,5</u>	<u>touch</u>	<u>instant</u>	<u>med/SL 3</u>
	5 Rnds	<u>(7)4,6</u>	<u>touch</u>	<u>instant</u>	<u>med/SL 4</u>
	1 Min	<u>(8)5,7</u>	<u>touch</u>	<u>instant</u>	<u>med/SL 5</u>

Name: <u>Magic Bolt</u>	Type: <u>Targeted</u>	Target: <u>Corporeal</u>			
Sight: <u>red laser bolt flies from index finger to target</u>		<u>Power</u>	<u>Range</u>	<u>Duration</u>	<u>Area</u>
Sound: <u>"pew pew"</u>	Reflex	<u>3 Cr</u>	<u>2h/5h</u>	<u>instant</u>	<u>single</u>
Smell: <u>ozone</u>	Action	<u>6 Cr</u>	<u>3h/7h</u>	<u>instant</u>	<u>single</u>
Description: <u>fifty foot range, 20 foot range increment, does 10 crush damage to target with normal casting</u>	Round	<u>10 Cr</u>	<u>4h/10h</u>	<u>instant</u>	<u>single</u>
	2 Rnds	<u>15 Cr</u>	<u>4h/11h</u>	<u>instant</u>	<u>single</u>
	3 Rnds	<u>21 Cr</u>	<u>4h/12h</u>	<u>instant</u>	<u>single</u>
	5 Rnds	<u>28 Cr</u>	<u>4h/13h</u>	<u>instant</u>	<u>single</u>
	1 Min	<u>36 Cr</u>	<u>4h/14h</u>	<u>instant</u>	<u>single</u>

Name: <u>Light</u>	Type: <u>Standard</u>	Target: <u>Corporeal</u>			
Sight: <u>flickering yellow-orange flame</u>		<u>Power</u>	<u>Range</u>	<u>Duration</u>	<u>Area</u>
Sound: <u>crackling</u>	Reflex	<u>IP 2</u>	<u>5 hexes</u>	<u>15 min</u>	<u>single</u>
Smell: <u>smoke</u>	Action	<u>IP 3</u>	<u>7 hexes</u>	<u>28 min</u>	<u>single</u>
Description: <u>target sheds light having IP for SL</u>	Round	<u>IP 4</u>	<u>10 hexes</u>	<u>55 min</u>	<u>single</u>
	2 Rnds	<u>IP 5</u>	<u>11 hexes</u>	<u>66 min</u>	<u>single</u>
	3 Rnds	<u>IP 6</u>	<u>12 hexes</u>	<u>78 min</u>	<u>single</u>
	5 Rnds	<u>IP 7</u>	<u>13 hexes</u>	<u>91 min</u>	<u>single</u>
	1 Min	<u>IP 8</u>	<u>14 hexes</u>	<u>105 min</u>	<u>single</u>

Name: <u>Protection</u>	Type: <u>Standard</u>	Target: <u>Corporeal</u>			
Sight: <u>red shimmering aura</u>		<u>Power</u>	<u>Range</u>	<u>Duration</u>	<u>Area</u>
Sound: <u>sizzling</u>	Reflex	<u>(2)-</u>	<u>5 hexes</u>	<u>5 rnds</u>	<u>XT/SL 1</u>
Smell: <u>bacon</u>	Action	<u>(3)-</u>	<u>7 hexes</u>	<u>7 rnds</u>	<u>VS/SL 1</u>
Description: <u>provides AP 1 with normal casting, except AP 3 when cast on self (small size). In general, +2 AP when cast on self, but must be at least round casting for small</u>	Round	<u>(4)AP1</u>	<u>10 hexes</u>	<u>10 rnds</u>	<u>med/SL 1</u>
	2 Rnds	<u>(5)AP2</u>	<u>11 hexes</u>	<u>11 rnds</u>	<u>med/SL 2</u>
	3 Rnds	<u>(6)AP3</u>	<u>12 hexes</u>	<u>12 rnds</u>	<u>med/SL 3</u>
	5 Rnds	<u>(7)AP4</u>	<u>13 hexes</u>	<u>13 rnds</u>	<u>med/SL 4</u>
	1 Min	<u>(8)AP5</u>	<u>14 hexes</u>	<u>14 rnds</u>	<u>med/SL 5</u>

Name: _____	Type: _____	Target: _____			
Sight: _____		<u>Power</u>	<u>Range</u>	<u>Duration</u>	<u>Area</u>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
	2 Rnds	_____	_____	_____	_____
	3 Rnds	_____	_____	_____	_____
	5 Rnds	_____	_____	_____	_____
	1 Min	_____	_____	_____	_____

Spell Caster Spell List

Name: _____	Type: _____	Target: _____			
Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Name: _____	Type: _____	Target: _____			
Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Name: _____	Type: _____	Target: _____			
Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Name: _____	Type: _____	Target: _____			
Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Name: _____	Type: _____	Target: _____			
Sight: _____		<i>Power</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>
Sound: _____	Reflex	_____	_____	_____	_____
Smell: _____	Action	_____	_____	_____	_____
Description: _____	Round	_____	_____	_____	_____
_____	2 Rnds	_____	_____	_____	_____
_____	3 Rnds	_____	_____	_____	_____
_____	5 Rnds	_____	_____	_____	_____
_____	1 Min	_____	_____	_____	_____

Name: Rúnolf (Fifth Level) Alignment: Chaotic Positive Good Player: Jon Smith
 Class: Spell Caster Level: 5 Race: Sidhe Gender: Male
 Description: short and heavy set with brown hair and black eyes.

Size: Small 2' 6" 19 lbs Sleep: 27 hrs 8 hrs 4½ hrs Jump: 3' 1½' Age: 21
 Vision: 70 Moon-Sight Hearing: +1 Smelling: -4

	roll	points	base	+ race	= final
STR	+1	()	+1	-1	= +0
CON	0	()	0	+1	= +1
END	+2	()	+2	0	= +2
DEX	-1	()	+1	+1	= +2
AGI	+1	()	+2	+1	= +3

	roll	points	base	+ race	= final
WIL	-2	(3 +3)	+1	0	= +1
CHA	0	()	+	+1	= +1
SPI	0	(1 +1)	+1	0	= +1
TAL	+2	(3 +1)	+3	+1	= +4
WIT	0	(3 +2)	+2	0	= +2


	Complexity	fat	WIT
<input type="checkbox"/>	complex	0	0
<input checked="" type="checkbox"/>	multiplex	+1	0
<input type="checkbox"/>	polyplex	+2	-2
<input type="checkbox"/>	omnipler	+3	-5
<input type="checkbox"/>	transcend.	+4	-9

Attr Pts: _____ CMR: Mv 2

Enc.	Pounds	fat	AGI	Jog	Swim	Fly	Physical	Lunar	Magical
<input checked="" type="checkbox"/> Unen.	2	0	0	(2)	(1)	—	Minimal 3 hr	0 Fresh	5 hr Minimal
<input type="checkbox"/> Light	5	+1	0	1½	1	—	V. Minor 1 h	-1/3 Tired	1½ hr V. Minor
<input type="checkbox"/> Enc.	10	+2	-1	3	2	—	Minor 20 m	-1 Beat	30 m Minor
<input type="checkbox"/> Hvy.	20	+3	-3	4	3	—	Moderate 7 m	-3(1) Weary	10 m Moderate
<input type="checkbox"/> Extr.	40	+4	-6	5	4	—	Major 2 m	-6(2) Exhau.	3 m Major
Dodge Agility A	Ele#2			6	5	—	Extreme 7 r	-10(3) Collap.	1 m Extreme
Expert +1	BCS	14		7	6	—	Complete 2 r	* (4) Uncon.	3 r Complete
Retreat 1	/Weave 1			8	7	—	Absolute 2 act	* (5) Coma.	1 r Absolute

Weapon	Skill	Type	Proficiency	BCS	R/Inc	Damage	Def/Shots	Med./Long
<input type="checkbox"/> Sidhe Staff	Staff	A Elel	Expert +2	14	M	10 crush	8 (1/0)	
<u>Double Strike 2; Increased Engagement 2</u>								
<input type="checkbox"/> Sidhe Belt Knife	Knife	A	none	8	Cn	8 cut	- (3/0)	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	
<input type="checkbox"/>							()	

Location/Severity	Location/Severity		Init.
_____	_____	<input type="checkbox"/> Disheart -1 <u>impairing</u>	+0
_____	_____	<input type="checkbox"/> Demoral. -3 <u>disabling</u>	4
_____	_____	<input type="checkbox"/> Scared -6 <u>crippling</u>	0
_____	_____	<input type="checkbox"/> Terrified -10 <u>grievous</u>	7
_____	_____	<input type="checkbox"/> Petrified * <u>mortal</u>	
_____	_____	<input type="checkbox"/> Swoon * <u>lethal</u>	



<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>
<input type="checkbox"/> Spell Caster	Magic	H Prim	Expert +2	15	Formulate Cantrip ; Subtle Casting
<input type="checkbox"/> Spell Area	Magic	H S#2	Expert +1	14	Cantrip Area 1; Power Up 1
<input type="checkbox"/> Spell Duration	Magic	H S#2	Expert +1	14	Cantrip Duration 1; Power Up 1
<input type="checkbox"/> Spell Power	Magic	H S#1	Expert +2	15	Cantrip Power 2; Power Up 2
<input type="checkbox"/> Spell Range	Magic	H S#1	Expert +2	15	Cantrip Range 2; Power Up 2
<input type="checkbox"/> Dweomercraeft	Magic	VH Prim	Expert +2	15	Channel 2 ; Gather 2; Master Art. 2; Divine Art, 2
<input type="checkbox"/>					
<input type="checkbox"/> Meditation	Magic	VH R 2	Partial	11	Calm Mind ; Deep Trance
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Alertness	Perception	HS#2	Expert +2	13	High Alert 2 ; Awareness 2
<input type="checkbox"/> Listen	Perception	A F 2	Normal	12	Discerning Ear ; Light Sleeper
<input type="checkbox"/> Spot	Perception	A	none	8	Search ; Track
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Mental Acuity	Mental	VH S#2	Expert +1	12	Rapid Memo 0; Focus 0
<input type="checkbox"/>					
<input type="checkbox"/> Lore: Spell Cast	Mental	H S#2	Expert +1	12	Applied Knowledge 0 ; Educated Guess 0
<input type="checkbox"/> Lit: Sidhe	Mental	E Prim	Expert +5	18	Scan 4 ; Copyist 3
<input type="checkbox"/> Tactics	Mental	A F 2	Normal	12	Drills ; Tactical Advantage
<input type="checkbox"/> Discipline	Mental	H			Face Hardship ; Face Fear
<input type="checkbox"/> Research	Mental	VH R	Limited	8	Precise Procedure ; Intuitive Discovery
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<input type="checkbox"/>					
<input type="checkbox"/> Speak Trade	Commun.	E G 2	Normal	13	Dialect 0 ; Accent 0
<input type="checkbox"/> Speak Sidhe	Commun.	E G	Normal	13	Dialect 0; Accent 0
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/> Area Mæve's Mnd	Mental	H G	Normal	12	Applied Knowledge 0 ; Educated Guess 0
<input type="checkbox"/> Hist Mæve's Mnd	Mental	A G	Partial	10	Applied Knowledge 0; Educated Guess 0
<input type="checkbox"/>					
<input type="checkbox"/>					

Spell Caster Spell List

Name: Heal	Type: Standard	Target: Creature
Sight: shower of pink glowing flow petals		
Sound: pleasant humming	Reflex	
Smell: freshly cut roses	Action	
Description: limited to slight @ SL 1, impairing @ SL 2; disabling @ SL 3; crippling @ SL 4; grievous @ SL 5; heals slight wound per SL (heals IP equal to SL) maximum SL is listed first, then for medium, then for small (because Rúnolf is small)	Round	
	2 Rnds	
	3 Rnds	
	5 Rnds	
	1 Min	

Name: Magic Bolt	Type: Targeted	Target: Corporeal
Sight: red laser bolt flies from index finger to target		
Sound: "pew pew"	Reflex	
Smell: ozone	Action	
Description: 75 foot range, 25 foot range increment, does 15 crush damage to target with normal casting	Round	
	2 Rnds	
	3 Rnds	
	5 Rnds	
	1 Min	

Name: Light	Type: Standard	Target: Corporeal
Sight: flickering yellow-orange flame		
Sound: crackling	Reflex	
Smell: smoke	Action	
Description: target sheds light having IP for SL	Round	
	2 Rnds	
	3 Rnds	
	5 Rnds	
	1 Min	

Name: Protection	Type: Standard	Target: Corporeal
Sight: red shimmering aura		
Sound: sizzling	Reflex	
Smell: bacon	Action	
Description: provides AP 5 with normal casting on up to medium size. An action casting on self (small) provides AP 4 and a reflex casting on self provides AP 2. When cast on med large and bigger will have correspondingly lower AP	Round	
	2 Rnds	
	3 Rnds	
	5 Rnds	
	1 Min	

Name: Charm Weapon	Type: Standard	Target: Object
Sight: blue aura		
Sound: buzzing	Reflex	
Smell: machine oil	Action	
Description: gives bonus of +1 at SL 3, +2 at SL 6 and +3 at SL 4; medium size weapon is Tiny and the bonuses listed for power are for that size of weapon (no more than three pounds)	Round	
	2 Rnds	
	3 Rnds	
	5 Rnds	
	1 Min	

Spell Caster Spell List

Name:	Type:	Target:	Power	Range	Duration	Area
Amplify Sound	Standard	Creature				
Sight: ear trumpet affixes to target's ear						
Sound: trumpets	Reflex		(3) +1	10 hexes	9 rnds	single
Smell: lavender	Action		(4) +1	12 hexes	11 rnds	single
Description: gives bonus of +1 at SL 3, +2 at SL 6 and +3 at SL 10	Round		(5) +1	15 hexes	14 rnds	single
	2 Rnds		(6) +2	16 hexes	15 rnds	single
	3 Rnds		(7) +2	17 hexes	16 rnds	single
	5 Rnds		(8) +2	18 hexes	17 rnds	single
	1 Min		(9) +2	19 hexes	18 rnds	single

Name:	Type:	Target:	Power	Range	Duration	Area
Cure Disease	Standard	Creature				
Sight: target's head kicks back abruptly						
Sound: "You Are Healed!"	Reflex		-6 POT	Touch	instant	MS/SL 1
Smell: cracking/snapping noise	Action		-10 POT	Touch	instant	med/SL 2
Description: reduces potency of weakest disease on target by sumSL — by -15 with standard one round casting	Round		-15 POT	Touch	instant	med/SL 5
	2 Rnds		-21 POT	Touch	instant	med/SL 6
	3 Rnds		-28 POT	Touch	instant	med/SL 7
	5 Rnds		-36 POT	Touch	instant	med/SL 8
	1 Min		-45 POT	Touch	instant	med/SL 9

Name:	Type:	Target:	Power	Range	Duration	Area
Double	Standard	Creature				
Sight: target shimmers, blurs and splits in two						
Sound: tearing cloth	Reflex		3	10 hexes	9 rnds	MS/SL 1
Smell: musky fish	Action		4	12 hexes	11 rnds	med/SL 2
Description: creates a double whose SL is reduced by one each time it is forcibly interacted with (e.g., struck); cannot initiate physical interaction (e.g., open or close a door)	Round		5	15 hexes	14 rnds	med/SL 5
	2 Rnds		6	16 hexes	15 rnds	med/SL 6
	3 Rnds		7	17 hexes	16 rnds	med/SL 7
	5 Rnds		8	18 hexes	17 rnds	med/SL 8
	1 Min		9	19 hexes	18 rnds	med/SL 9

Name:	Type:	Target:	Power	Range	Duration	Area
Sure Thing	Standard	Corporeal				
Sight: yellow halo around target's head						
Sound: "Righteous!"	Reflex		+3	10 hexes	instant	single
Smell: frankincense	Action		+4	12 hexes	instant	single
Description: gives SL as a bonus to concurrent action	Round		+5	15 hexes	instant	single
To satisfy timing, this is usually cast as a reflex	2 Rnds		+6	16 hexes	instant	single
	3 Rnds		+7	17 hexes	instant	single
	5 Rnds		+8	18 hexes	instant	single
	1 Min		+9	19 hexes	instant	single

Name:	Type:	Target:	Power	Range	Duration	Area
Sight:						
Sound:	Reflex					
Smell:	Action					
Description:	Round					
	2 Rnds					
	3 Rnds					
	5 Rnds					
	1 Min					

Name: Luven Lightbow (Beginning Char.) Alignment: Evil, creative tendency Player: Jon Smith
 Class: Rogue Level: 0 Race: Halfling Gender: Male

Background: instead of apprenticeship, hung with some brigands

Description: Brown hair, blow cut, dark skin, green eyes, slightly chubby. Wears plain homespun trousers and shirt, goes barefoot

base	race	final	base	race	final	Pounds fat	AGI	Complexity fat	WIT
STR (0)+3	-1	= +2	WIL (-1)-1	0	= -1	⊗ 10	0 0	⊙ Hard age	0 0
CON (0)+1	+1	= +2	CHA (0)+1	0	= +1	○ 25	+1 0	⊗ complex	+1 -1
END (0) 0	-1	= -1	SPI (0) 0	0	= 0	○ 50	+2 -1	○ multiplex	+2 -3
DEX (0)+1	+1	= +2	TAL (0)+1	-1	= 0	○ 100	+3 -3	○ polyplex	+3 -6
AGI (+1)+2	0	= +2	WIT (0)+1	0	= +1	○ 200	+4 -6	○ omnplex	+4 -10

Size: Med-Small 4' 80 lbs Sleep: 22 hrs 2 hrs 9½ hrs Jump: 6' 3' Age: 19
 Vision: 100 Good Hearing: +1 Smelling: -4

CMv (2) Physical 15 min; 1/4 hr Earth Magical 15 min; 1/4 hr slightnd

Jog	Swim	Fly	Exertion	Physical	Durable	Pen.	Durable	Magical	Exertion
(2)	(1/5)		Minimal	1½ hr	Frsh	0	Frsh	1½ hr	Minimal
1½	(1/2)		V. Minor	30 m	Tire	-1/3	Tire	30 m	V. Minor
3	(2)		Minor	10 m	Beat	-1	Beat	10 m	Minor
4	1		Moderate	3 m	Wry	-3	Wry	3 m	Moderate
5	1½		Major	1 m	Exh.	-6	Exh.	1 m	Major
6	2		Extreme	3 r	Coll.	-10	Coll.	3 r	Extreme
7	3		Complete	1 r	Unc.	*	Unc.	1 r	Complete
8	4		Absolute	1 act	Com.	*	Com.	1 a	Absolute

Init. +hit
 Adv. 0 dv
 PD 0 PD
 AP 0 AP

Morale

Concerned 0
 Worried -1/3
 Disheart -1
 Demoral. -3
 Scared -6
 Terrified -10
 Petrified *
 Swoon *

Melee Weapon	Skill	Type	Proficiency	BCS	R	Damage	Defense
<input type="checkbox"/> Short Sword	Sword I-H	Sec2	Partial	10	S	11 Chop	2 (4/+2)
Techniques							
<input type="checkbox"/> Belt Knife	Knife	Rec	Partial	10	C	10 Cut	- (3/0)
Techniques							
<input type="checkbox"/>							(/)
Techniques							
<input type="checkbox"/>							(/)
Techniques							
<input type="checkbox"/>							(/)
Techniques							
<input type="checkbox"/>							(/)
Techniques							

Location	Severity

Ranged Weapon	Skill	Type	Proficiency	BCS	Incr.	Medium	Long	Damage	Shots
<input type="checkbox"/> Short Bow	Bow	Prim.	Normal	11	25'	150'	700'	11 impale	()
Techniques									
<input type="checkbox"/> Throwing Knife	Thrown Knife	Rec	Partial	9	12½'	30'	100'	8 impale	()
Techniques									
<input type="checkbox"/>									()
Techniques									
<input type="checkbox"/>									()
Techniques									
<input type="checkbox"/>									()
Techniques									

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>
<input type="checkbox"/> Short sword	Sheathed/left	1
<input type="checkbox"/> shirt & pants	worn	2
<input type="checkbox"/> Short bow	Slung/right	1
<input type="checkbox"/> halfling belt knife	waist/belt/right	4 oz
<input type="checkbox"/> throwing knife x3	left/right sleeve; belt/bck	¾
<input type="checkbox"/> money pouch	waist/belt/front	1 oz
<input type="checkbox"/>		
<input type="checkbox"/>	total carried = 5	
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Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

GOOD	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	EVIL
Giving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Loving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hateful
Naïve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Selfless	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Total: <u>0</u>											7 : Total	

LAWFUL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CHAOTIC
Harmony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discord
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anarchy
Stoic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emotional
Thoughtful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impulsive
Total: <u>0</u>											6 : Total	

NATURAL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CREATIVE
Ascetic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonist
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Judging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feeling
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Idealist
Total: <u>1</u>											6 : Total	

POSITIVE	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	NEGATIVE
Admiring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Despising
Cheerful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gloomy
Hopeful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubtful
Obliging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crabby
Total: <u>5</u>											1 : Total	

History _____

Notes _____

Name: Hraf Nils (Beginning Char.) Alignment: Evil, creative tendency Player: Jon Smith
 Class: Ranger Level: 0 Race: Halfling Gender: Male
 Background: born & raised in a swamp by a band of brigands
 Description: black hair, grey eyes, pointed ears (he's embarrassed by being "elfin")

	base	race	final
STR	(0)+2	-1	= +1
CON	(+1)+1	+1	= +2
END	(0)+1	-1	= 0
DEX	(+1)+3	+1	= +4
AGI	(-1)+1	0	= +1

	base	race	final
WIL	(+1)+1	0	= +1
CHA	(-1) 0	0	= 0
SPI	(-1)-1	0	= -1
TAL	(0)+1	-1	= 0
WIT	(+1)+1	0	= +1

	Pounds	fat	AGI
⊗	7	0	0
○	17	+1	0
○	35	+2	-1
○	70	+3	-3
○	140	+4	-6

	Complexity	fat	WIT
⊗	complex	0	0
○	multiplex	+1	-1
○	polyplex	+2	-3
○	omniplx	+3	-6
○	transcend	+4	-10

Size: Med-Small 3' 8" 48 lbs Sleep: 22 hrs 2 hrs 9½ hrs Jump: 5' 2½' Age: 20
 Vision: 100 Good Hearing: +1 Smelling: -4

Mv (1) Physical 12 mins, 1 hr Earth Magical 20 min, ¼ hr slightnd

Jog	Swim	Fly	Exertion	Physical	Durable	Pen.	Durable	Magical	Exertion
(1)	(½)		Minimal	3 hr	Frsh	0	Frsh	1 hr	Minimal
1	(½)		V. Minor	1 hr	Tire	-½	Tire	20 m	V. Minor
2	(1)		Minor	20 m	Beat	-1	Beat	7 m	Minor
3	(2)		Moderate	7 m	Wry	-3	Wry	2 m	Moderate
4	1		Major	2 m	Exh.	-6	Exh.	7 r	Major
5	1½		Extreme	7 r	Coll.	-10	Coll.	2 r	Extreme
6	2		Complete	2 r	Unc.	*	Unc.	2 a	Complete
7	3		Absolute	2 act	Com.	*	Com.	refl	Absolute

Init. Irit
 Adv. A0v
 PD 10
 AP A0

Morale	
<input type="checkbox"/>	Concerned 0
<input type="checkbox"/>	Worried -½
<input type="checkbox"/>	Disheart -1
<input type="checkbox"/>	Demoral. -3
<input type="checkbox"/>	Scared -6
<input type="checkbox"/>	Terrified -10
<input type="checkbox"/>	Petrified *
<input type="checkbox"/>	Swoon *

Melee Weapon	Skill	Type	Proficiency	BCS	R	Damage	Defense
<input type="checkbox"/> Halfling Sword	Sword I-H	Sec2	Partial	12	S	11 Chop	2 (4/+2)
<input type="checkbox"/> Belt Knife	Knife	-	None	10	C	10 Cut	- (3/0)
<input type="checkbox"/>							(/)
<input type="checkbox"/>							(/)
<input type="checkbox"/>							(/)
<input type="checkbox"/>							(/)
<input type="checkbox"/>							(/)

Ranged Weapon	Skill	Type	Proficiency	BCS	Incr.	Medium	Long	Damage	Shots
<input type="checkbox"/> Sling	Sling	Prim.	Normal	13	50'	105'	350'	9 crush	(12)
<input type="checkbox"/>									()
<input type="checkbox"/>									()
<input type="checkbox"/>									()
<input type="checkbox"/>									()

WotJrM

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>
<input type="checkbox"/> Halfling Sword	Sheathed/left	1½
<input type="checkbox"/> shirt & pants	worn	2
<input type="checkbox"/> Sling	Belt/front	1
<input type="checkbox"/> halfling belt knife	waist/belt/right	2 oz
<input type="checkbox"/> throwing knife x3	left/right sleeve; belt/bck	6 oz
<input type="checkbox"/> money pouch	waist/belt/front	1 oz
<input type="checkbox"/>		
<input type="checkbox"/>	total carried = 5	
<input type="checkbox"/>		
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Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

Magic Item Name		
Complexity	Control	Master
Degree	Uses	Time
Trigger	Activate	Deactivate
Power	Charges/Fatigue	
Description		

GOOD	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	EVIL
Giving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Loving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hateful
Naïve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Selfless	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Total: <u>0</u>											7 :Total	

LAWFUL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CHAOTIC
Harmony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discord
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Anarchy
Stoic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Emotional
Thoughtful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impulsive
Total: <u>0</u>											6 :Total	

NATURAL	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	CREATIVE
Ascetic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonist
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Judging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feeling
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Idealist
Total: <u>1</u>											6 :Total	

POSITIVE	Incredible	Extreme	Very	Trait	Slight	Neither	Slight	Trait	Very	Extreme	Incredible	NEGATIVE
Admiring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Despising
Cheerful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gloomy
Hopeful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doubtful
Obliging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crabby
Total: <u>5</u>											1 :Total	

History _____

Notes _____

Theurge Sheet

Name: _____ MAG _____ Link _____ Sentience _____
 Description: _____ POW _____ WIL _____ *Attack* _____
 _____ MOL _____ CHA _____ Reach _____
 _____ Size _____ SPI _____ BCS _____
 _____ Lang. _____ TAL _____ Damage _____
 _____ Profic. _____ WIT _____ Defense _____

	<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	(Durable)	<i>Pen.</i>	(Durable)	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
_____	_____	_____	_____	Minimal	_____	<input type="button" value="Frsh"/>	0	<input type="button" value="Frsh"/>	_____	Minimal	_____	_____
_____	_____	_____	_____	V. Minor	_____	<input type="button" value="Tire"/>	-1/3	<input type="button" value="Tire"/>	_____	V. Minor	_____	_____
_____	_____	_____	_____	Minor	_____	<input type="button" value="Beat"/>	-1	<input type="button" value="Beat"/>	_____	Minor	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	Moderate	_____	<input type="button" value="Wry"/>	-3	<input type="button" value="Wry"/>	_____	Moderate	_____	_____
_____	_____	_____	_____	Major	_____	<input type="button" value="Exh."/>	-6	<input type="button" value="Exh."/>	_____	Major	_____	_____
_____	_____	_____	_____	Extreme	_____	<input type="button" value="Coll."/>	-10	<input type="button" value="Coll."/>	_____	Extreme	_____	_____
_____	_____	_____	_____	Complete	_____	<input type="button" value="Unc."/>	*	<input type="button" value="Unc."/>	_____	Complete	_____	_____
_____	_____	_____	_____	Absolute	_____	<input type="button" value="Com."/>	*	<input type="button" value="Com."/>	_____	Absolute	_____	_____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Name: _____ MAG _____ Link _____ Sentience _____
 Description: _____ POW _____ WIL _____ *Attack* _____
 _____ MOL _____ CHA _____ Reach _____
 _____ Size _____ SPI _____ BCS _____
 _____ Lang. _____ TAL _____ Damage _____
 _____ Profic. _____ WIT _____ Defense _____

Combat **Physical** **Recovery** **Gather** **Magical** **Recovery** **Morale**

<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	Durable	<i>Pen.</i>	Durable	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
_____	_____	_____	Minimal	_____	Frsh	0	Frsh	_____	Minimal	_____	_____
_____	_____	_____	V. Minor	_____	Tire	-1/3	Tire	_____	V. Minor	_____	_____
_____	_____	_____	Minor	_____	Beat	-1	Beat	_____	Minor	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Moderate	_____	Wry	-3	Wry	_____	Moderate	_____	_____
_____	_____	_____	Major	_____	Exh.	-6	Exh.	_____	Major	_____	_____
_____	_____	_____	Extreme	_____	Coll.	-10	Coll.	_____	Extreme	_____	_____
_____	_____	_____	Complete	_____	Unc.	*	Unc.	_____	Complete	_____	_____
_____	_____	_____	Absolute	_____	Com.	*	Com.	_____	Absolute	_____	_____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Power: _____ SL: _____ Fatigue: _____
 Range: _____ Duration: _____
 Target: _____ Area: _____
 Sight: _____
 Sound: _____
 Smell: _____
 Description: _____

Minion Sheet

Name: <u>Kobalt Lightning</u>	Race	<u>Kobold</u>	Size	<u>M Small</u>	Sentience	<u>Normal</u>
Description: <u>A peerless kobold</u>	STR	<u>+2</u>	WIL	<u>-1</u>	Perception	
	CON	<u>+1</u>	CHA	<u>-2</u>	Vision	<u>40'</u>
	END	<u>+1</u>	SPI	<u>-1</u>	Night	<u>dark-sight</u>
	DEX	<u>+3</u>	TAL	<u>-1</u>	Hearing	<u>0</u>
	AGI	<u>+5</u>	WIT	<u>-2</u>	Smell	

Combat	Physical	15 min; 1 hour	Shadow	Magical	15 min; 75 min	crippling
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<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	(Durable)	<i>Pen.</i>	(Durable)	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
___	___	___	Minimal	___	<input type="text"/>	0	<input type="text"/>	___	Minimal	___	___
___	___	___	V. Minor	___	<input type="text"/>	-1/3	<input type="text"/>	___	V. Minor	___	___
___	___	___	Minor	___	<input type="text"/>	-1	<input type="text"/>	___	Minor	___	___
<input type="text"/>	<input type="text"/>	<input type="text"/>	Moderate	___	<input type="text"/>	-3	<input type="text"/>	___	Moderate	___	___
___	___	___	Major	___	<input type="text"/>	-6	<input type="text"/>	___	Major	___	___
___	___	___	Extreme	___	<input type="text"/>	-10	<input type="text"/>	___	Extreme	___	___
___	___	___	Complete	___	<input type="text"/>	*	<input type="text"/>	___	Complete	___	___
___	___	___	Absolute	___	<input type="text"/>	*	<input type="text"/>	___	Absolute	___	___

<i>Weapon</i>	<i>Skill</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>R/Inc.</i>	<i>Damage</i>	<i>Def/Shot</i>	<i>Med/Long</i>
Short Sword +2	Sword 1-h	A Pri	Exp +10	23+2	S	10+2 chop	8 (4/+4)	
Improved Parry 5; Increased Engagement 5								
Sling	Sling	H Pri	Exp +10	22	15'	10 crush	(12)	100' 200'
Effective Aim 5; Rapid Ready 5; Ballistic Compensation 5								
							()	

Name: <u>Sir Billius Maximus</u>	Race	<u>Kobold</u>	Size	<u>M Small</u>	Sentience	<u>Normal</u>
Description: <u>A kobold hero of sorts, he wears ring mail armor fashioned by a captured human crafter and wears a Ring of Command</u>	STR	<u>0</u>	WIL	<u>-1</u>	Perception	
	CON	<u>+1</u>	CHA	<u>-2</u>	Vision	<u>40'</u>
	END	<u>+1</u>	SPI	<u>-1</u>	Night	<u>dark-sight</u>
	DEX	<u>+1</u>	TAL	<u>-1</u>	Hearing	<u>0</u>
	AGI	<u>+2</u>	WIT	<u>-1</u>	Smell	<u>-2</u>

Combat	Physical	Recovery	Gather	Magical	Recovery	Morale
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<i>Jog</i>	<i>Swim</i>	<i>Fly</i>	<i>Exertion</i>	<i>Physical</i>	(Durable)	<i>Pen.</i>	(Durable)	<i>Magical</i>	<i>Exertion</i>	<i>Location</i>	<i>Wound</i>
___	___	___	Minimal	___	<input type="text"/>	0	<input type="text"/>	___	Minimal	___	___
___	___	___	V. Minor	___	<input type="text"/>	-1/3	<input type="text"/>	___	V. Minor	___	___
___	___	___	Minor	___	<input type="text"/>	-1	<input type="text"/>	___	Minor	___	___
<input type="text"/>	<input type="text"/>	<input type="text"/>	Moderate	___	<input type="text"/>	-3	<input type="text"/>	___	Moderate	___	___
___	___	___	Major	___	<input type="text"/>	-6	<input type="text"/>	___	Major	___	___
___	___	___	Extreme	___	<input type="text"/>	-10	<input type="text"/>	___	Extreme	___	___
___	___	___	Complete	___	<input type="text"/>	*	<input type="text"/>	___	Complete	___	___
___	___	___	Absolute	___	<input type="text"/>	*	<input type="text"/>	___	Absolute	___	___

<i>Weapon</i>	<i>Skill</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>R/Inc.</i>	<i>Damage</i>	<i>Def/Shot</i>	<i>Med/Long</i>
Short Sword	Sword 1-h	A Pri	Exp +5	16	S	10 chop	6 (4/+4)	
Improved Parry 3; Increased Engagement 3								
Sling	Sling	H Pri	Exp +5	15	15'	10 crush	(12)	100' 200'
Effective Aim 3; Rapid Ready 3; Ballistic Compensation 3								
							()	

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>

<i>Skill</i>	<i>Area</i>	<i>Type</i>	<i>Proficiency</i>	<i>BCS</i>	<i>Techniques</i>

<i>Equipment</i>	<i>Carried</i>	<i>Weight</i>

Multi-Minion Sheet

Group: Sir Billius Maximus
 Description: A kobold hero of sorts, he wears ring
mail armor fashioned by a captured human crafter and
wears a Ring of Command

Race	<u>Kobold</u>	Size	<u>M Small</u>	Sentience	<u>Normal</u>
STR	<u>0</u>	WIL	<u>-1</u>	Perception	
CON	<u>+1</u>	CHA	<u>-2</u>	Vision	<u>40'</u>
END	<u>+1</u>	SPI	<u>-1</u>	Night	<u>dark-sight</u>
DEX	<u>+1</u>	TAL	<u>-1</u>	Hearing	<u>0</u>
AGI	<u>+2</u>	WIT	<u>-1</u>	Smell	<u>-2</u>

- | | | | | | | |
|---|---|---|---|--|---|---|
| Mv/CMR | Physical | Recovery | Gather | Magical | Recovery | Morale |
|---|---|---|---|--|---|---|

Minion 1 _____	Minion 2 _____	Minion 3 _____	Minion 4 _____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Group: Sir Billius Maximus
 Description: A kobold hero of sorts, he wears ring
mail armor fashioned by a captured human crafter and
wears a Ring of Command

Race	<u>Kobold</u>	Size	<u>M Small</u>	Sentience	<u>Normal</u>
STR	<u>0</u>	WIL	<u>-1</u>	Perception	
CON	<u>+1</u>	CHA	<u>-2</u>	Vision	<u>40'</u>
END	<u>+1</u>	SPI	<u>-1</u>	Night	<u>dark-sight</u>
DEX	<u>+1</u>	TAL	<u>-1</u>	Hearing	<u>0</u>
AGI	<u>+2</u>	WIT	<u>-1</u>	Smell	<u>-2</u>

- | | | | | | | |
|---|---|---|---|--|---|---|
| Mv/CMR | Physical | Recovery | Gather | Magical | Recovery | Morale |
|---|---|---|---|--|---|---|

Minion 1 _____	Minion 2 _____	Minion 3 _____	Minion 4 _____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Group: Sir Billius Maximus
 Description: A kobold hero of sorts, he wears ring
 mail armor fashioned by a captured human crafter and
 wears a Ring of Command

Race	Kobold	Size	M Small	Sentience	Normal
STR	0	WIL	-1	Perception	
CON	+1	CHA	-2	Vision	40'
END	+1	SPI	-1	Night	dark-sight
DEX	+1	TAL	-1	Hearing	0
AGI	+2	WIT	-1	Smell	-2

- Mv/CMR
- Physical
- Recovery
- Gather
- Magical
- Recovery
- Morale

Minion 1 _____

Minion 2 _____

Minion 3 _____

Minion 4 _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Group: _____
 Description: _____

Race	_____	Size	_____	Sentience	_____
STR	_____	WIL	_____	Perception	
CON	_____	CHA	_____	Vision	_____
END	_____	SPI	_____	Night	_____
DEX	_____	TAL	_____	Hearing	_____
AGI	_____	WIT	_____	Smell	_____

- Mv/CMR
- Physical
- Recovery
- Gather
- Magical
- Recovery
- Morale

Minion 1 _____

Minion 2 _____

Minion 3 _____

Minion 4 _____

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Group: Cannon-fodder

Description: These kobolds are riff-raff, the young and the old, the women and the children. They have no possessions, not even weapons, jewelry or scraps of cloth. However, like all kobolds, they will willingly sacrifice their lives

Race	<u>Kobold</u>	Size	<u>M Small</u>	Sentience	<u>Normal</u>
STR	<u>-2</u>	WIL	<u>-1</u>	Perception	
CON	<u>-1</u>	CHA	<u>-2</u>	Vision	<u>40'</u>
END	<u>-1</u>	SPI	<u>-1</u>	Night	<u>dark-sight</u>
DEX	<u>-1</u>	TAL	<u>-1</u>	Hearing	<u>0</u>
AGI	<u>0</u>	WIT	<u>-1</u>	Smell	<u>-2</u>

- Mv/CMR
- Physical
- Recovery
- Gather
- Magical
- Recovery
- Morale

Weapon	Skill	Type	Proficiency	BCS	R/Inc.	Damage	Def/Shot	Med/Long
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____
_____	_____	_____	_____	_____	_____	_____	()	_____

Minion 1 _____

Minion 1 _____

Minion 1 _____

Minion 1 _____

Minion 5 _____

Minion 6 _____

Minion 7 _____

Minion 8 _____

Minion 9 _____

Minion 10 _____

Minion 11 _____

Minion 12 _____

Minion 13 _____

Minion 14 _____

Minion 15 _____

Minion 16 _____
