

NAME _____
 PLAYER _____
 LEVEL _____



PRIMARY
 SECONDARY

WIND



DAMAGE MODIFIERS

Melee 1

Weapon _____
 + = + +
 Total Wpn. Ph. Other
 Mod. Lvl

Melee 2

Weapon _____
 + = + +
 Total Wpn. Ph. Other
 Mod. Lvl

Ranged

Weapon _____
 + = + +
 Total Wpn. Ph. Other
 Mod. Lvl

Attack Distance

Melee _____ Ft
 Ranged 10-30 Ft

ATTRIBUTE LEVELS

	Total	Base	Modifiers
Ph Physical	_____	= _____	+ _____
M Mental	_____	= _____	+ _____
S Spirit	_____	= _____	+ _____
HP Health Points	_____	= _____	+ _____
Base HP = (S x 10) + 10			
HS Hand Size	_____	= _____	+ _____
Base HS = S + 1			
XP Experience Pts	_____		

ATTRIBUTE DESCRIPTIONS

TCD:

ECD:

CURRENT HP

ARMOR DAMAGE NEGATION (DN)

- Armor _____
 - Shield _____
 - Other _____
 Mod. (MAX 3 ACCESSORIES)
 =
 - Total DN

INVENTORY ACCESSORIES

- 1.
- 2.
- 3.

MONEY

GP Gold pieces _____
 IP Iron pieces _____

UNIVERSAL SKILL

ATTRIBUTE LEVEL

SKILL CHECK

Cooking	M 2	None
Haggle	M 3	PC/GM
Memory	M 3	GM
Search	M 3	GM
Debate	M 4	PC/GM
Logic	M 4	None
Read and Write	M 4	None
Detect Scry	M 5	GM
Hide	Ph 2	GM
Climb	Ph 3	None
Horseback Riding	Ph 3	None
Jump	Ph 3	None
Sneak	Ph 3	GM
Swim	Ph 3	None
Balance	Ph 4	None
Grapple	Ph 6	Highest Value
Endurance	Sp 4	Special, Endurance Check

CARDS & QUESTS