

NAME _____
 PLAYER _____
 LEVEL _____



PRIMARY
 SECONDARY

WATER



DAMAGE MODIFIERS

Melee

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

Ranged

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

Magic

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

Attack Distance

Melee		Ft
Ranged	10-30	Ft
Magic	30	Ft

ATTRIBUTE LEVELS

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

ATTRIBUTE DESCRIPTIONS

TCD:

ECD:

CURRENT HP

ARMOR DAMAGE NEGATION (DN)

- <input type="text"/>	Armor	_____
- <input type="text"/>	Shield	_____
- <input type="text"/>	Other Mod.	_____
(MAX 3 ACCESSORIES)		
=		
- <input type="text"/>	Total DN	

INVENTORY

POTIONS

of Truth _____
 # of Healing _____
 # of Sleep _____
 # of Shape-Shift _____

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