

NAME _____
 PLAYER _____
 LEVEL _____



PRIMARY
 SECONDARY

FIRE



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 | ATTRIBUTE DESCRIPTIONS |
|---------------------|-------|---------|-----------|--------------------------|
| Ph Physical | _____ | = _____ | + _____ | _____ |
| M Mental | _____ | = _____ | + _____ | _____ |
| S Spirit | _____ | = _____ | + _____ | _____ |
| HP Health Points | _____ | = _____ | + _____ | TCD: _____ ECD: _____ |
| Base HP = S x 10 | | | | |
| HS Hand Size | _____ | = _____ | + _____ | CURRENT HP |
| Base HS = S + 1 | | | | |
| XP Experience Pts | _____ | | | |

ARMOR DAMAGE NEGATION (DN)

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

INVENTORY

BOTTLED FIRE

of Bottles _____

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 |