

NAME \_\_\_\_\_  
 PLAYER \_\_\_\_\_  
 LEVEL \_\_\_\_\_



PRIMARY  
 SECONDARY

EARTH



### 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

#### POULTICES

# of Healing \_\_\_\_\_  
 # of Resting \_\_\_\_\_

#### 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