

Personal Information

Adventurer Name	_____	Player Name	_____
Species	_____	Homeland/Clan	_____
Age	_____	Gender	_____
Culture	_____	Religion	_____
Parent Occupation	_____	Adventurer Occupation	_____

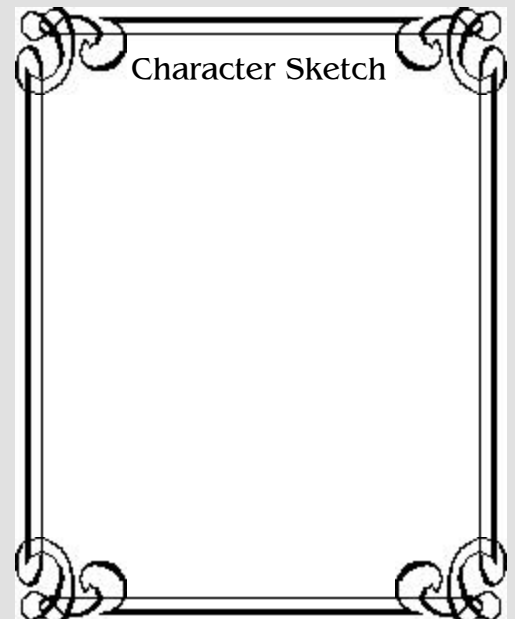
Original		Current		Armor Points
STR	_____	STR	_____	
CON	_____	CON	_____	
SIZ	_____	SIZ	_____	Damage Bonus
INT	_____	INT	_____	
POW	_____	POW	_____	
DEX	_____	DEX	_____	Elan
APP	_____	APP	_____	
HP	_____	HP	_____	
MP	_____	MP	_____	
FAT	_____	FAT	_____	
MOV	_____	MOV	_____	

Skills

Agility (____)		Knowledge (____)		Manipulation (____)	
Boat	% <input type="checkbox"/>	Craft:	% <input type="checkbox"/>	Conceal	% <input type="checkbox"/>
Climb	% <input type="checkbox"/>	Craft:	% <input type="checkbox"/>	Devise	% <input type="checkbox"/>
Dance	% <input type="checkbox"/>	Evaluate	% <input type="checkbox"/>	Juggle	% <input type="checkbox"/>
Dodge	% <input type="checkbox"/>	First Aid	% <input type="checkbox"/>	Play:	% <input type="checkbox"/>
Jump	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>	Play:	% <input type="checkbox"/>
Leap	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>	Play:	% <input type="checkbox"/>
Maneuver	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>	Sleight	% <input type="checkbox"/>
Ride	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>		% <input type="checkbox"/>
Swim	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>		% <input type="checkbox"/>
Throw	% <input type="checkbox"/>	Lore:	% <input type="checkbox"/>	Perception (____)	
Tumble	% <input type="checkbox"/>	Martial Arts	% <input type="checkbox"/>	Listen	% <input type="checkbox"/>
	% <input type="checkbox"/>	R/W:	% <input type="checkbox"/>	Scan	% <input type="checkbox"/>
	% <input type="checkbox"/>	R/W:	% <input type="checkbox"/>	Search	% <input type="checkbox"/>
Communication (____)		R/W:	% <input type="checkbox"/>	Smell	% <input type="checkbox"/>
Debate	% <input type="checkbox"/>	Shiphandling	% <input type="checkbox"/>	Taste	% <input type="checkbox"/>
Fast Talk	% <input type="checkbox"/>		% <input type="checkbox"/>	Track	% <input type="checkbox"/>
Orate	% <input type="checkbox"/>		% <input type="checkbox"/>		% <input type="checkbox"/>
Seduction	% <input type="checkbox"/>	Magic (____)			% <input type="checkbox"/>
Sing	% <input type="checkbox"/>	Ceremony	% <input type="checkbox"/>	Stealth (____)	
Speak	% <input type="checkbox"/>	Enchant	% <input type="checkbox"/>	Ambush	% <input type="checkbox"/>
Speak	% <input type="checkbox"/>	Summon	% <input type="checkbox"/>	Hide	% <input type="checkbox"/>
Speak	% <input type="checkbox"/>	Intensity	% <input type="checkbox"/>	Sneak	% <input type="checkbox"/>
	% <input type="checkbox"/>	Maintain	% <input type="checkbox"/>		% <input type="checkbox"/>
	% <input type="checkbox"/>	Multispell	% <input type="checkbox"/>		% <input type="checkbox"/>
	% <input type="checkbox"/>	Range	% <input type="checkbox"/>	Other Skills	
Quirks			% <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"/>

Equipment Carried	Loc	ENC

Weapon Skills		A% Mod: ____%		P% Mod: ____%	
Weapon	_____	Damage	_____	AP	_____
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>		
Weapon	_____	Damage	_____	AP	_____
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>		
Weapon	_____	Damage	_____	AP	_____
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>		
Weapon	_____	Damage	_____	AP	_____
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>		
Weapon	_____	Damage	_____	AP	_____
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>		
Missile	_____	Damage	_____		
SR	_____ A% _____% <input type="checkbox"/>	##	_____	Range	_____
Missile	_____	Damage	_____		
SR	_____ A% _____% <input type="checkbox"/>	##	_____	Range	_____
Shield	_____	Damage	_____		
SR	_____ A% _____% <input type="checkbox"/>	P%	_____ % <input type="checkbox"/>	AP	_____



Wealth	Carried	Banked
Copper		
Silver		
Gold		
Platinum		
Gems		
Gems		
Gems		
Jewelry		
Jewelry		
Jewelry		

Familiars

Name	Name	Name	Name
STR	STR	STR	STR
CON	CON	CON	CON
SIZ	SIZ	SIZ	SIZ
INT	INT	INT	INT
POW	POW	POW	POW
DEX	DEX	DEX	DEX
MOV	MOV	MOV	MOV
HP	HP	HP	HP
FP	FP	FP	FP
Notes	Notes	Notes	Notes

Notes

Spells Known

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Bound Spirit

Type _____ Name _____

INT _____ Cast _____

POW _____ MP _____

POW Check One MP per: ____ min

Spells: _____

Skills: _____

Other Notes

