NAME: _____ **RANK:** _____

RACE: _____ **DP:** _EARNED_____ _SPENT_____

HAIR/EYES: _____ **GENDER:** _____

DESCRIPTORS: _____

STR
DEX
LOG
WIL

MORAL CODE

Aspect *(circle one)*

	Somewhat	Very	Totally
Kind/Cruel	☐	☐	☐
Focused/Unfocused	☐	☐	☐
Selfless/Selfish	☐	☐	☐
Honorable/Deceitful	☐	☐	☐
Brave/Cowardly	☐	☐	☐

BP ◯

INIT ☐
DR ☐
MOV ☐

SKILLS

Skills	Ability	Level	P/S	Score*	Notes
Cleric**	WIL/2	x10		%	*Blessings, Detect Aura, Miracles, Smite*
Enchanter**	LOG/2	X10		%	*Alchemy, Enchantment, Runecraft, Familiar*
Leader**	WIL/2	x10		%	*Battle Commander, Guardian, Leader, Warlord*
Scholar**	LOG/2	x10		%	*Diplomat, High Scholar, Historian, Signs & Portents*
Scout	LOG/2	x10		%	*Animal Handling, Navigation, Survival, Tracking*
Spellcaster**	LOG/2	x10		%	*High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand*
Thief	DEX/2	x10		%	*Deception, Security Systems, Sleight of Hand, Stealth*
Warrior (melee)	STR/2	x10		%	*Melee, Unarmed combat*
(ranged)	DEX/2			%	*Marksman, Thrown weapons*

* Half the listed Ability, +10 per Level, +20 if Primary skill, +10 if Secondary skill.
** These skills cannot be used unless you have at least one Level.

ABILITIES / NOTES

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EQUIPMENT

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Gold ☐

Weapon	Range	Score	Damage	Notes
		%		
		%		
		%		
Unarmed	--	%	1D/2	