METALS MASTER

CHARACTER NAME

PLAYER NAME

CLASS ALIGNMENT

LEVEL PATRON DIETY

RACE PLACE OF ORIGIN

LANGUAGES:

LITERATE? ☐

AC

HP

HORSE/ ANIMAL COMPANION/ FAMILIAR

Type Name

Move Attacks Damage Saves

Special Qualities/ Abilities

ATTRIBUTES

P		SCORE	CATEGORY	MOD	TN
o	STR Strength		Paralysis & Constriction		
o	INT Intelligence		Arcane Magic & Illusion		
o	WIS Wisdom		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph		
o	DEX Dexterity		Breath Weapon & Traps		
o	CON Constitution		Disease, Energy Drain, & Poison		
o	CHA Charisma		Death Attack, Charm, & Fear		
	SUP Supernatural				
	PSY Psychic				

SAVING THROWS

ATTRIBUTE CHECK = d20 + MOD + lvl. ≥ CC

COMBAT

AC = 10 + Armor + Shield + DEX Mod + Other

Armor Worn:

HIT POINTS

Current Hit Points

Subdual Damage

WEAPONS

TO HIT = D20 + MOD + BtH + misc. ≥ AC

Weapon	BTH/Dmg.	Damage	Notes

WEAPON IN HAND

CLASS & RACE ABILITIES

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POSSESSIONS

ITEM	LOCATION	WT

ITEM	LOCATION	WT

ITEM	LOCATION	WT

EXPERIENCE POINTS

Next Level Goal:

MOVEMENT

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

AMMUNITION & SUPPLIES

TREASURE

SPELLS

LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

MAGIC ITEMS

TURN UNDEAD

TURNING CHECK: WIS

TURNED: d12+CHA mod

FEATURES

DESCRIPTION

HEIGHT | SEX | HAIR

WEIGHT | AGE | EYES

Last Will and Testament: I, the undersigned, do hereby make the following requests, to be executed in the event of my untimely demise:

PORTAL KEEPER

Tainted Lands

CHARACTER NAME

PLAYER NAME

CLASS ALIGNMENT

LEVEL PATRON DIETY

RACE PLACE OF ORIGIN

LANGUAGES:

LITERATE? ☐

AC

HP

HORSE/ ANIMAL COMPANION/ FAMILIAR

Type Name

Move Attacks Damage Saves

Special Qualities/ Abilities

ATTRIBUTES

P		SCORE	CATEGORY	MOD	TN
o	STR STRENGTH		Paralysis & Construction		
o	INT INTELLIGENCE		Arcane Magic & Illusion		
o	WIS WISDOM		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph		
o	DEX DEXTERITY		Breath Weapon & Traps		
o	CON CONSTITUTION		Disease, Energy Drain, & Poison		
o	CHA CHARISMA		Death Attack, Charm, & Fear		
	SUP SUPERNATURAL				
	PSY PSYCHIC				

SAVING THROWS

ATTRIBUTE CHECK = d20 + MOD + lvl. ≥ CC

COMBAT

AC = 10 + Armor + Shield + DEX Mod + Other

Armor Worn:

HIT POINTS

Current Hit Points

Subdual Damage

WEAPONS

TO HIT = D20 + MOD + BtH + misc. ≥ AC

Weapon	BTH/Dmg.	Damage	Notes

WEAPON IN HAND

CLASS & RACE ABILITIES

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POSSESSIONS

ITEM	LOCATION	WT

ITEM	LOCATION	WT

ITEM	LOCATION	WT

EXPERIENCE POINTS

Next Level Goal:

MOVEMENT

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

AMMUNITION & SUPPLIES

TREASURE

SPELLS

LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

MAGIC ITEMS

TURN UNDEAD

TURNING CHECK: WIS

TURNED: d12+CHA mod

FEATURES

DESCRIPTION

HEIGHT | SEX | HAIR

WEIGHT | AGE | EYES

Last Will and Testament: I, the undersigned, do hereby make the following requests, to be executed in the event of my untimely demise:

VAMPIRE

CHARACTER NAME

PLAYER NAME

CLASS ALIGNMENT

LEVEL PATRON DIETY

RACE PLACE OF ORIGIN

LANGUAGES:

LITERATE? ☐

AC

HP

HORSE/ ANIMAL COMPANION/ FAMILIAR

Type Name

Move Attacks Damage Saves

Special Qualities/ Abilities

ATTRIBUTES

SAVING THROWS

P		SCORE	CATEGORY	MOD	TN
○	STR Strength		Paralysis & Constriction		
○	INT Intelligence		Arcane Magic & Illusion		
○	WIS Wisdom		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph		
○	DEX Dexterity		Breath Weapon & Traps		
○	CON Constitution		Disease, Energy Drain, & Poison		
○	CHA Charisma		Death Attack, Charm, & Fear		
	SUP Supernatural				
	PSY Psychic				

ATTRIBUTE CHECK = d20 + MOD + lvl. ≥ CC

COMBAT

AC = 10 + Armor | Shield | DEX Mod | Other

Armor Worn:

HIT POINTS

Current Hit Points | Subdual Damage

WEAPONS

TO HIT = D20 + MOD + BtH + misc. ≥ AC

Weapon	BTH/Dmg.	Damage	Notes

WEAPON IN HAND

CLASS & RACE ABILITIES

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POSSESSIONS

ITEM	LOCATION	WT

ITEM	LOCATION	WT

ITEM	LOCATION	WT

EXPERIENCE POINTS

Next Level Goal:

MOVEMENT

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

AMMUNITION & SUPPLIES

TREASURE

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2nd			
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5th			
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7th			
8th			
9th			

MAGIC ITEMS

TURN UNDEAD

TURNING CHECK: WIS

TURNED: d12+CHA mod

FEATURES

DESCRIPTION

HEIGHT | SEX | HAIR

WEIGHT | AGE | EYES

Last Will and Testament: I, the undersigned, do hereby make the following requests, to be executed in the event of my untimely demise:

WITCH HUNTER

CHARACTER NAME

PLAYER NAME

CLASS

ALIGNMENT

LEVEL

PATRON DIETY

RACE

PLACE OF ORIGIN

LANGUAGES:

LITERATE? ☐

AC

HP

HORSE/ ANIMAL COMPANION/ FAMILIAR

Type _____ Name

Move_____ Attacks _____ Damage _____ Saves _____

Special Qualities/ Abilities

ATTRIBUTES

P		SCORE	CATEGORY	SAVING THROWS MOD	TN
o	STR Strength		Paralysis & Constriction		
o	INT Intelligence		Arcane Magic & Illusion		
o	WIS Wisdom		Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph		
o	DEX Dexterity		Breath Weapon & Traps		
o	CON Constitution		Disease, Energy Drain, & Poison		
o	CHA Charisma		Death Attack, Charm, & Fear		
	SUP Supernatural				
	PSY Psychic				

COMBAT

AC = 10 +

Armor	Shield	DEX Mod	Other

Armor Worn:

HIT POINTS

Current Hit Points	Subdual Damage

WEAPONS

TO HIT = D20 + MOD + BtH + misc. ≥ AC

Weapon	BTH/Dmg.	Damage	Notes

WEAPON IN HAND

CLASS & RACE ABILITIES

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POSSESSIONS

ITEM	LOCATION	WT

ITEM	LOCATION	WT

ITEM	LOCATION	WT

EXPERIENCE POINTS

Next Level Goal:

MOVEMENT

ENCUMBRANCE

TOTAL

PENALTY

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MAGIC ITEMS

TURN UNDEAD

TURNING CHECK: WIS

TURNED: d12+CHA mod

FEATURES

DESCRIPTION

HEIGHT | SEX | HAIR

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