

CHARACTER SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

ORIGIN, RACE

APPEARANCE

| | | | |
|---------------------|--|------------------|--|
| W WARRIOR | | ADV. TAKEN | |
| R ROGUE | | CURRENT FATE | |
| M MAGE | | ARMOR PENALTY | |

| | | | |
|-------------------------|--|-----------------|-----------------------|
| HP HIT POINTS | | CURRENT HP | |
| M MANA | | CURRENT MANA | |
| Def DEFENSE | | = | Base Defense Armor |

| WEAPON | BONUS | DAMAGE | RANGE | AMMO |
|--------------|-------|--------|-------|------|
| Unarmed/Fist | | 1d6/2 | | |
| | | | | |
| | | | | |

| ARMOR WORN | DEFENSE | PENALTY |
|------------|---------|---------|
| | | |

| SKILL | ATTRIBUTE | TRAINED |
|-------------|-----------|--------------------------|
| Acrobatics | Rogue | <input type="checkbox"/> |
| Alchemy | Mage | <input type="checkbox"/> |
| Athletics | Rogue | <input type="checkbox"/> |
| Awareness | Mage | <input type="checkbox"/> |
| Axes | Warrior | <input type="checkbox"/> |
| Blunt | Warrior | <input type="checkbox"/> |
| Bows | Rogue | <input type="checkbox"/> |
| Driving | Warrior | <input type="checkbox"/> |
| Daggers | Rogue | <input type="checkbox"/> |
| Firearms | Rogue | <input type="checkbox"/> |
| Herbalism | Mage | <input type="checkbox"/> |
| Lore | Mage | <input type="checkbox"/> |
| Polearms | Warrior | <input type="checkbox"/> |
| Riding | Warrior | <input type="checkbox"/> |
| Swords | Warrior | <input type="checkbox"/> |
| Thaumaturgy | Mage | <input type="checkbox"/> |
| Thievery | Rogue | <input type="checkbox"/> |
| Thrown | Rogue | <input type="checkbox"/> |
| Unarmed | Warrior | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
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| | | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
| | | <input type="checkbox"/> |

CHARACTER SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

TALENTS

ITEM

| SPELL | CIRCLE | DL | MANA |
|-------|--------|----|------|
|-------|--------|----|------|

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WEALTH

EQUIPMENT SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

ITEM

ITEM

WEALTH

NOTES

CHARACTER SHEET

WARRIOR, ROGUE & SCHOLAR

CHARACTER NAME

PLAYER NAME

ORIGIN, RACE

APPEARANCE

| | | | |
|---------------------|--|------------------|--|
| W WARRIOR | | ADV. TAKEN | |
| R ROGUE | | CURRENT FATE | |
| S SCHOLAR | | ARMOR PENALTY | |

| | | | |
|-------------------------|--|-----------------|-----------------------|
| HP HIT POINTS | | CURRENT HP | |
| M MANA | | CURRENT MANA | |
| Def DEFENSE | | = | Base Defense Armor |

| WEAPON | BONUS | DAMAGE | RANGE | AMMO |
|--------------|-------|--------|-------|------|
| Unarmed/Fist | | 1d6/2 | | |
| | | | | |
| | | | | |

| ARMOR WORN | DEFENSE | PENALTY |
|------------|---------|---------|
| | | |

| SKILL | ATTRIBUTE | TRAINED |
|-------------|-----------|-----------------------|
| Acrobatics | Rogue | <input type="radio"/> |
| Alchemy | Scholar | <input type="radio"/> |
| Athletics | Rogue | <input type="radio"/> |
| Awareness | Scholar | <input type="radio"/> |
| Axes | Warrior | <input type="radio"/> |
| Blunt | Warrior | <input type="radio"/> |
| Bows | Rogue | <input type="radio"/> |
| Driving | Warrior | <input type="radio"/> |
| Daggers | Rogue | <input type="radio"/> |
| Firearms | Rogue | <input type="radio"/> |
| Herbalism | Scholar | <input type="radio"/> |
| Lore | Scholar | <input type="radio"/> |
| Polearms | Warrior | <input type="radio"/> |
| Riding | Warrior | <input type="radio"/> |
| Swords | Warrior | <input type="radio"/> |
| Thaumaturgy | Scholar | <input type="radio"/> |
| Thievery | Rogue | <input type="radio"/> |
| Thrown | Rogue | <input type="radio"/> |
| Unarmed | Warrior | <input type="radio"/> |
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