



	Race	Age	Max Age	Gender	Build	Height	Weight
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Runic Element

	Strong	Weak	Runic Energy	Runic Soul	Runic Spirit	Runic Speed
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Morality

Light	Order	
Dark	Chaos	Aura Intimidation Charm

Movement

World	Battle	Adventure Actions
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HP (Heart icon) Full Mortality

SA (Cloud icon) Full Awareness

EP (Star icon) Full Fatigue

With Mods

Fortitude Race Max Resist

With Mods

Speed Race Max Agility

With Mods

Mental Race Max Focus

With Mods

Strength Race Max Weight Limit

With Mods

Luck Race Max Saving Grace

With Mods

Will Race Max Influence

With Mods

React Race Max Initiative

With Mods

Perceive Race Max Detect

With Mods

Character Point Rate End of Session Bonus

With Mods

Offense

Melee Power	Throw Power	Bow Power	Hit Chance	Hit Targeting	Throw Range	Critical	R.H.	L.H.	Both
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Right Hand

Weapon	Attack	Parry	Range	Hit Chance
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Left Hand

				2-Handed	Shield
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Armor DR % Full

Defense	Spirit	Evade	Slash Modifier	Pierce Modifier	Bash Modifier	Chop Modifier	Armor Element
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Relics

Item	Effects	Item	Effects
Location		Location	


Relics

Item	Effects	Item	Effects
Location		Location	

Currency & Valuables

	Valuable	Worth
X 50	Duram	
/ 50	Shillings	
	Crion	

	Weapon	Attack	Parry	Range	Hit Chance	Weight	Durability							
Right Hand	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
	<input type="text" value="Rune Stone"/>													
Left Hand	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
	<input type="text" value="Rune Stone"/>													
Quiver	Projectile	Attack	QTY	Other Information	Projectile	Attack	QTY	Other Information	Projectile	Attack	QTY	Other Information		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

	Armor	DR %	Defense	Spirit	Evade Modifier	Slash Modifier	Pierce Modifier	Bash Modifier	Chop Modifier	Weight	Element				
Body Armor	<input type="text" value="Layer 1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Outer	<input type="text" value="Layer 2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Cuirass	<input type="text" value="Layer 3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Rune	<input type="text"/>														
Cloak	<input type="text" value="Over Garment"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Rune	<input type="text"/>														
Arm Armor	<input type="text" value="Layer 1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Outer	<input type="text" value="Layer 2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Bracer	<input type="text" value="Layer 3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Rune	<input type="text"/>														
Shield	<input type="text" value="Shield"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Rune	<input type="text"/>														
Head Armor	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
Outer	<input type="text" value="Layer 2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>					
Rune	<input type="text"/>														
		Defense	Spirit	Evade Modifier	Slash Modifier	Pierce Modifier	Bash Modifier	Chop Modifier	Total Weight				Armor Element		
	<input type="text" value="DR %"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>		

<p>Back Story</p>	<p>Portrait</p>	<p>Personality</p>
<p>Culture & Beliefs</p>	<p>Description</p>	<p>Languages</p>

Talents	Talent	Effects
Handicaps		
Handicaps		
Handicaps		
Handicaps		
Handicaps		
Handicaps		

Alterations	Alteration	Effect & Description

	Name	Tier	Community	Weapon & Armor Types
Profession	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Applied Traits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Salary	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Bonuses
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Penalties
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Other Information
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Current Quest

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Current Curses

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Current Blessings

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Important People

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Current Bounties & Crime

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Current Prestige

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Campaign Notes

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Current Date

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Stopping Place

Empty text box for Stopping Place.

Warrior Skills

Slashing Proficiency
Increase Hit Chance by 10%.
0 EP

Swords Proficiency
Increase attack value by 10%. Requires 1 Slashing per 1 Swords.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Wounds
Critical hits inflicts 1d6 bleeding wound damage, non stacking.
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Scythes Proficiency
Increase attack value by 10%. Requires 1 Slashing per 1 Swords.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Wounds
Critical hits inflicts 1d6 bleeding wound damage, non stacking.
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Piercing Proficiency
Increase Hit Chance by 10%.
0 EP

Pole Arms Proficiency
Increase attack value by 10%. Requires 1 Piercing per 1 Pole Arms.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Wounds
Critical hits inflicts 1d6 bleeding wound damage, non stacking.
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Chopping Proficiency
Increase Hit Chance by 10%.
0 EP

Axes Proficiency
Increase attack value by 10%. Requires 1 Chopping per 1 Axes.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Wounds
Critical hits inflicts 1d6 bleeding wound damage, non stacking.
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Pole Axes Proficiency
Increase attack value by 10%. Requires 1 Chopping per 1 Pole Axes.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Wounds
Critical hits inflicts 1d6 bleeding wound damage, non stacking.
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Bashing Proficiency
Increase Hit Chance by 10%.
0 EP

Hammers Proficiency
Increase attack value by 10%. Requires 1 Bashing per 1 Hammers.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Daze
Critical hit has 10% chance to daze target 1 round. (Bashing only)
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

2-Handed Proficiency
Increase Melee Power by 25% each. This is an increase to the doubled Melee.
0 EP

Rods & Staffs Proficiency
Increase attack value by 10%. Requires 1 Bashing per 1 Rods & Staffs.
0 EP

+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Daze
Critical hit has 10% chance to daze target 1 round. (Bashing only)
0 EP

Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

Dual Wielding Proficiency
1: add ½ Melee to 2nd Hand.
2: add full Melee to 2nd Hand.
0 EP

Whips Proficiency
Increase attack value by 10%. Requires 1 Bashing per 1 Whips.
0 EP

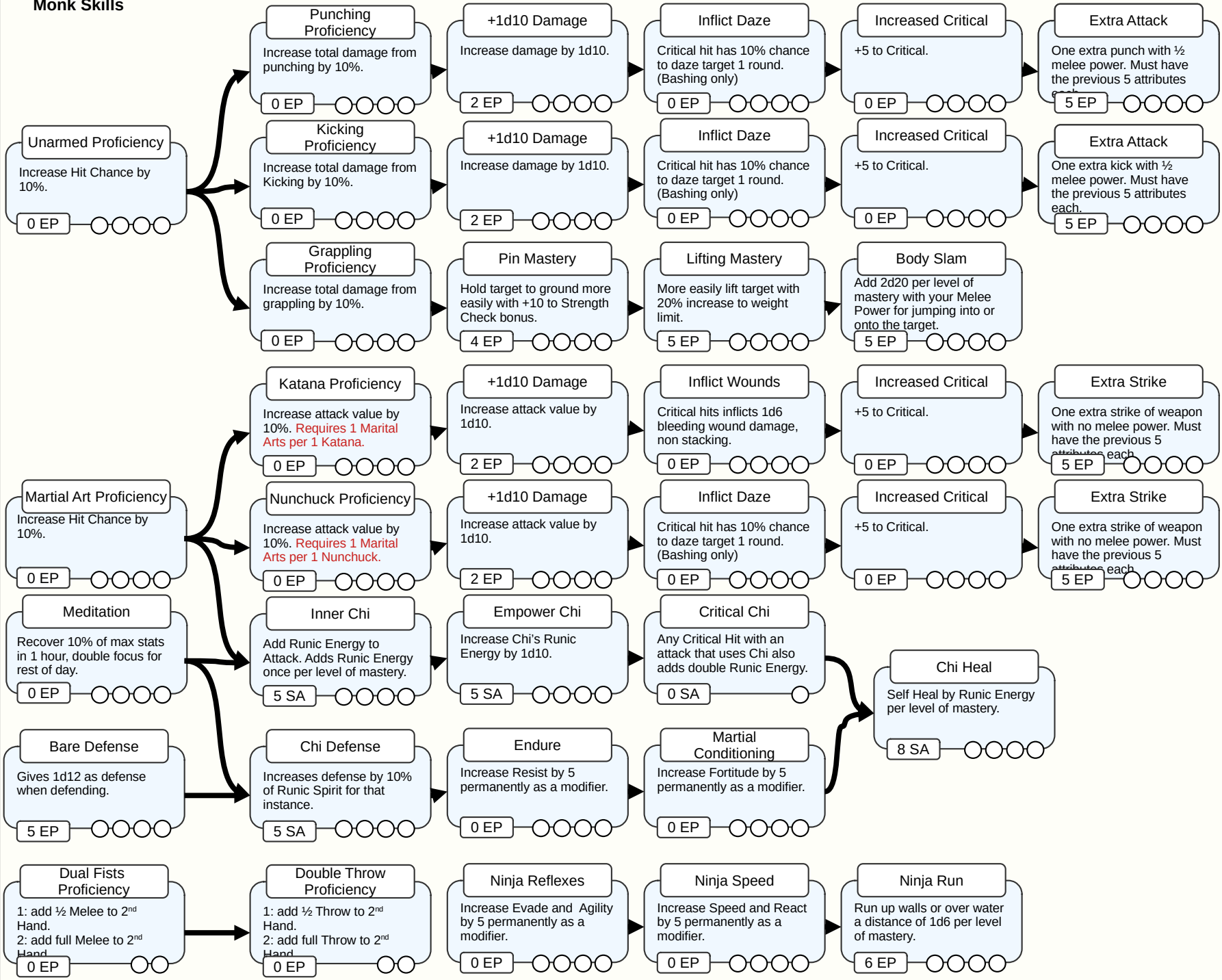
+1d10 Damage
Increase attack value by 1d10.
2 EP

Inflict Daze
Critical hit has 10% chance to daze target 1 round. (Bashing only)
0 EP

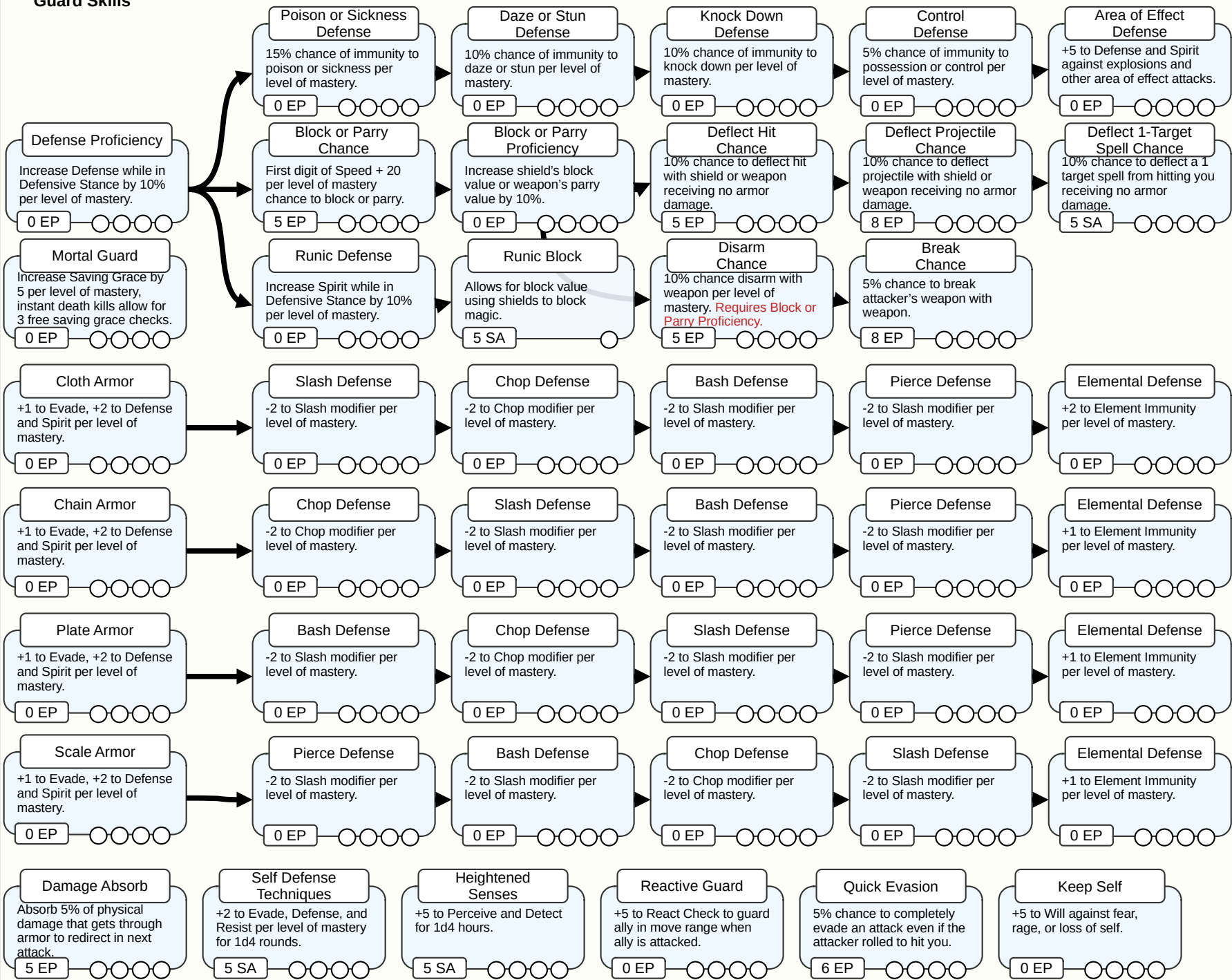
Increased Critical
+5 to Critical.
0 EP

Extra Strike
One extra strike of weapon with no melee power. Must have the previous 5 attributes each.
5 EP

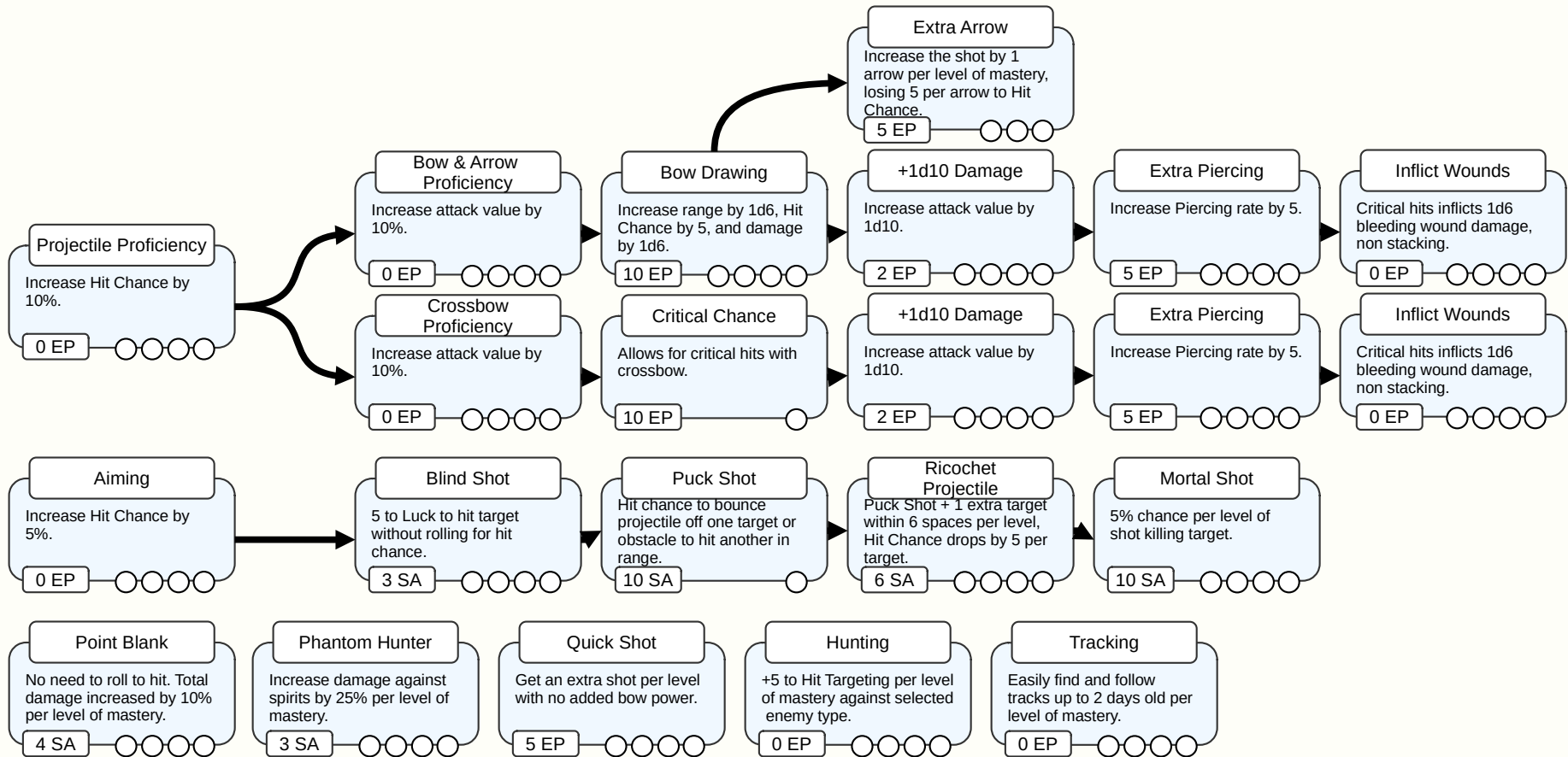
Monk Skills



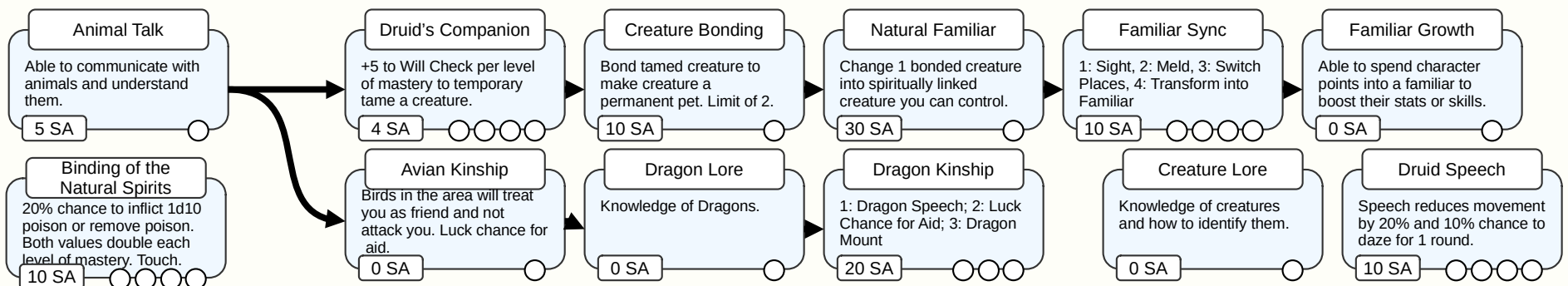
Guard Skills



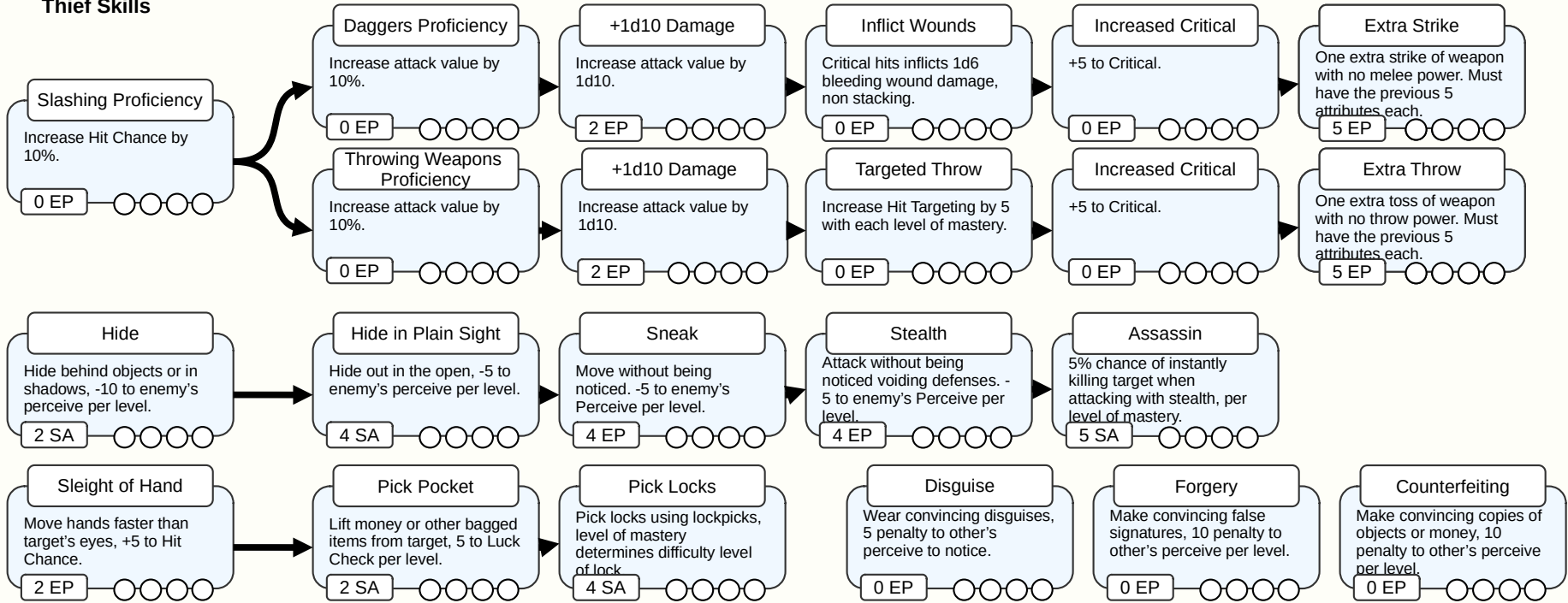
Hunter Skills



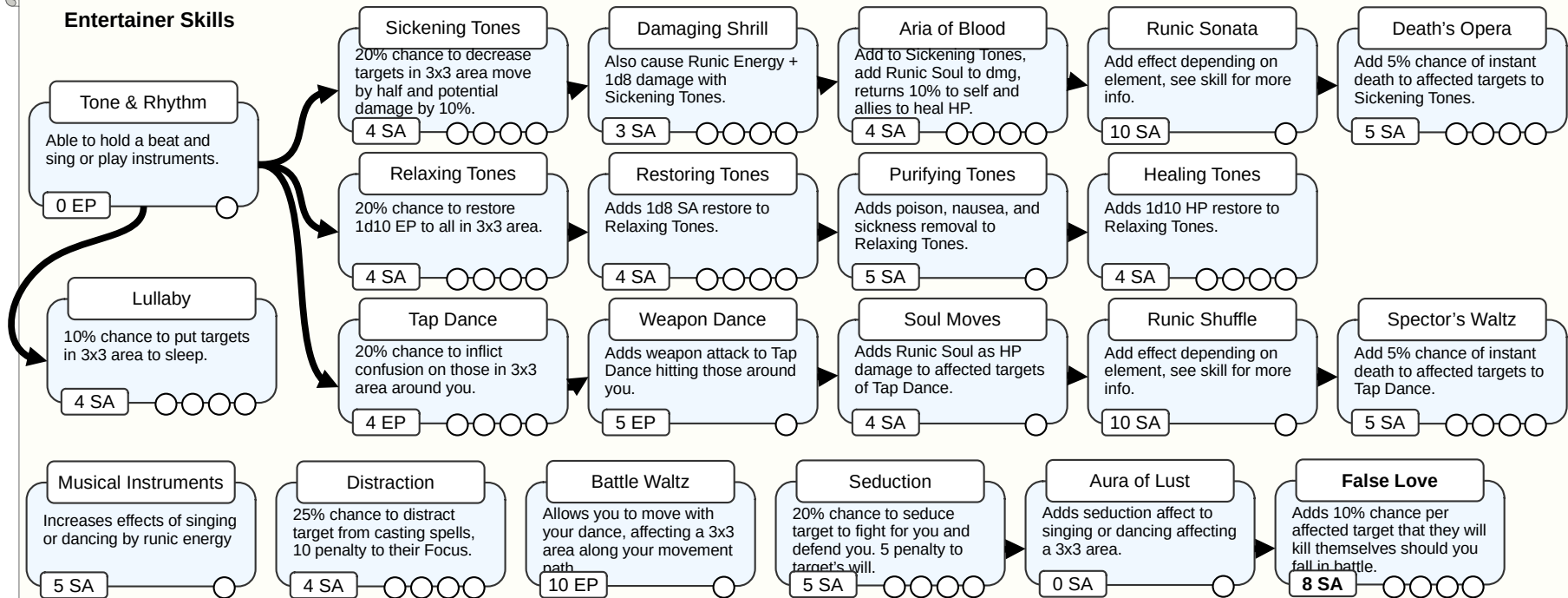
Druid Skills



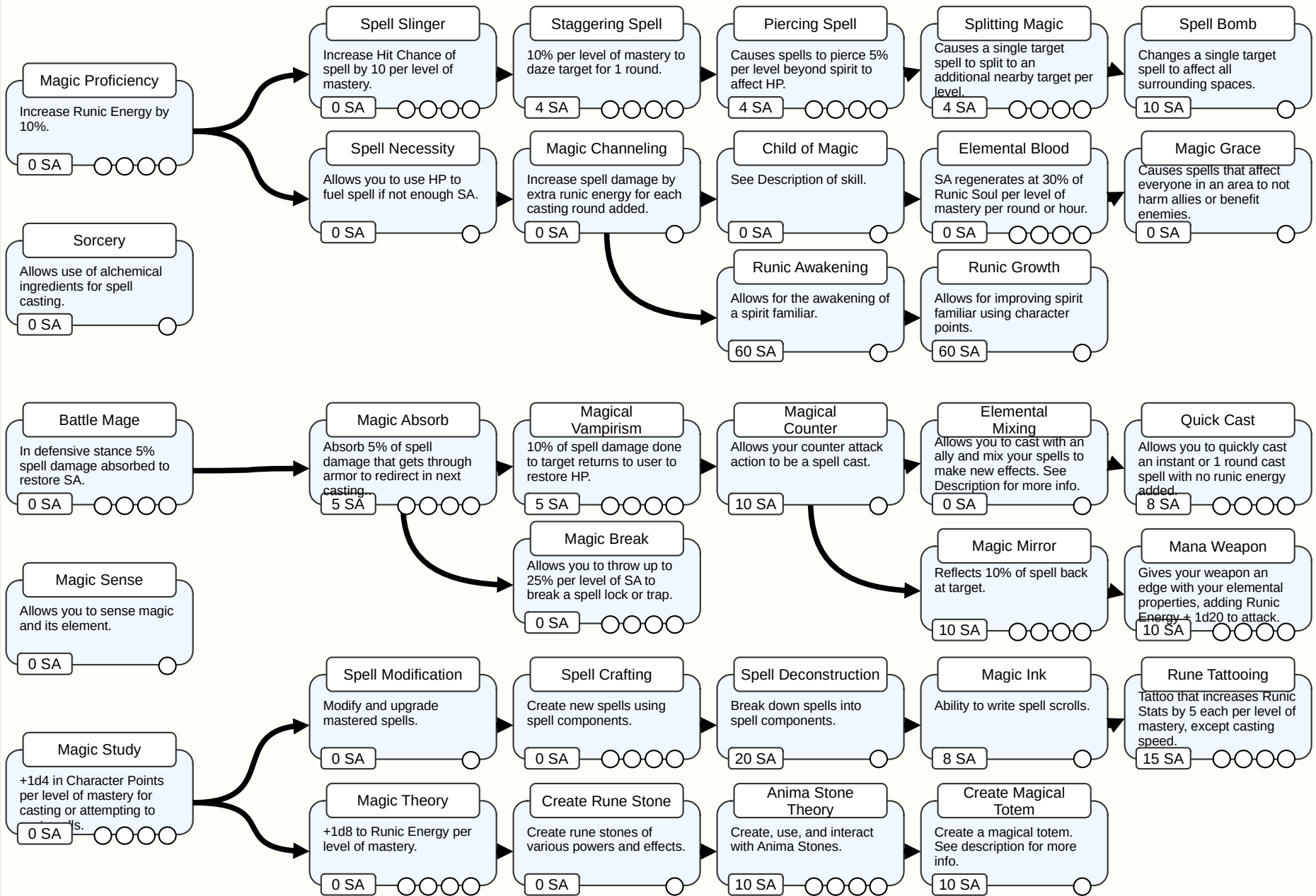
Thief Skills



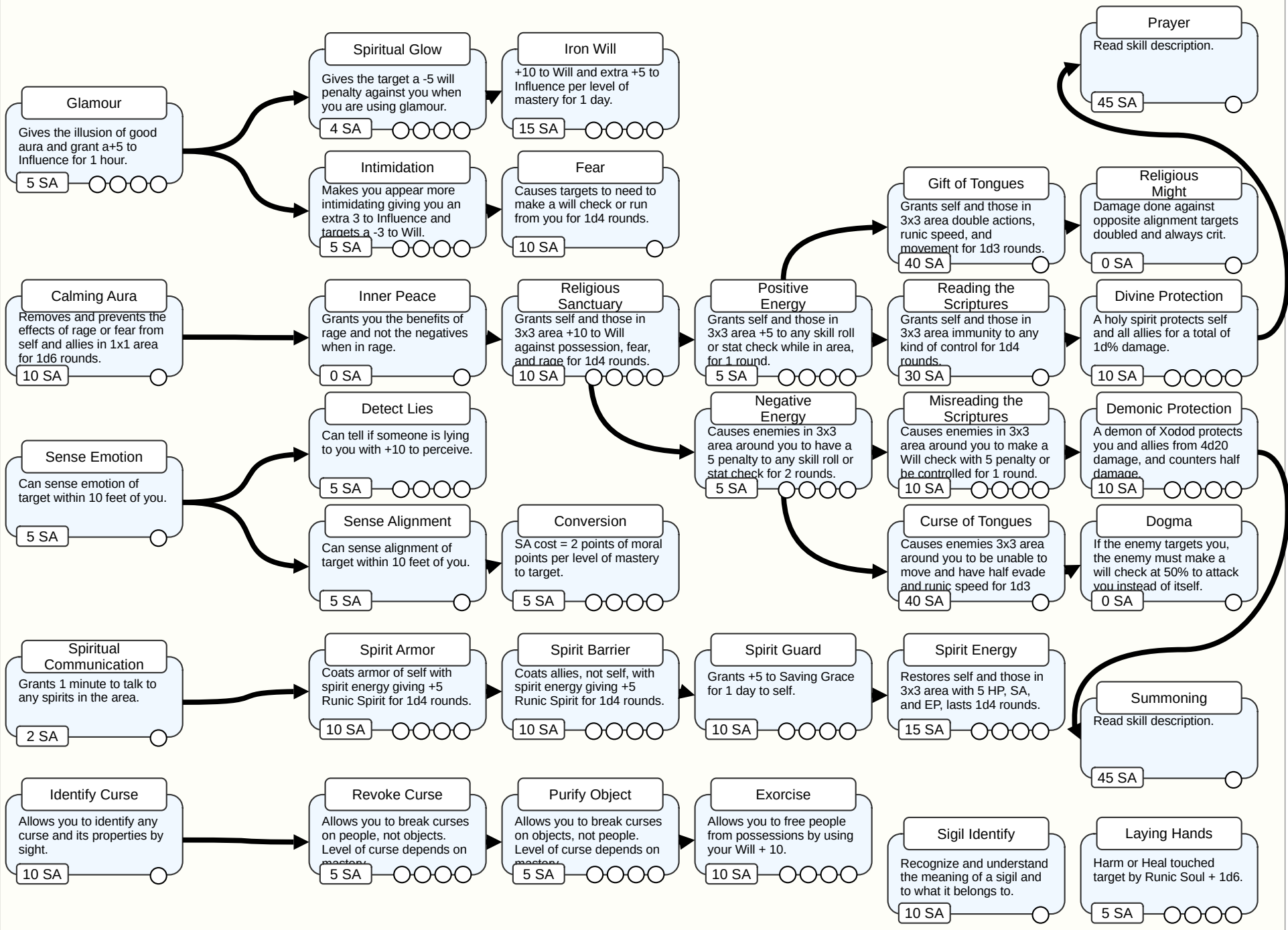
Entertainer Skills



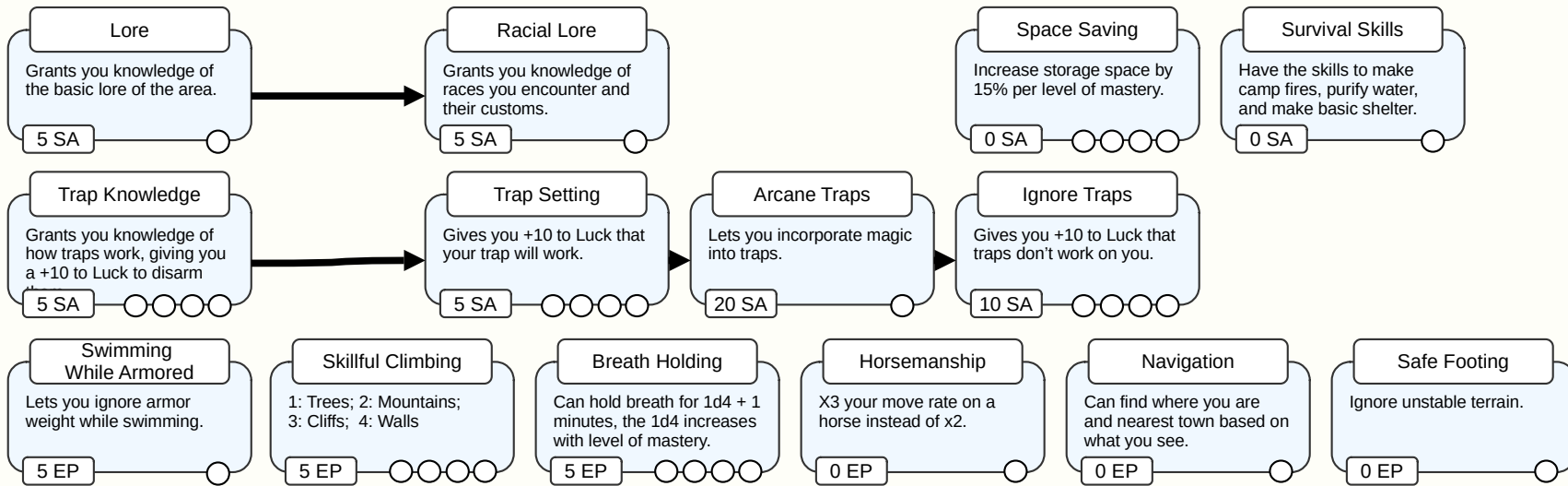
Mage Skills



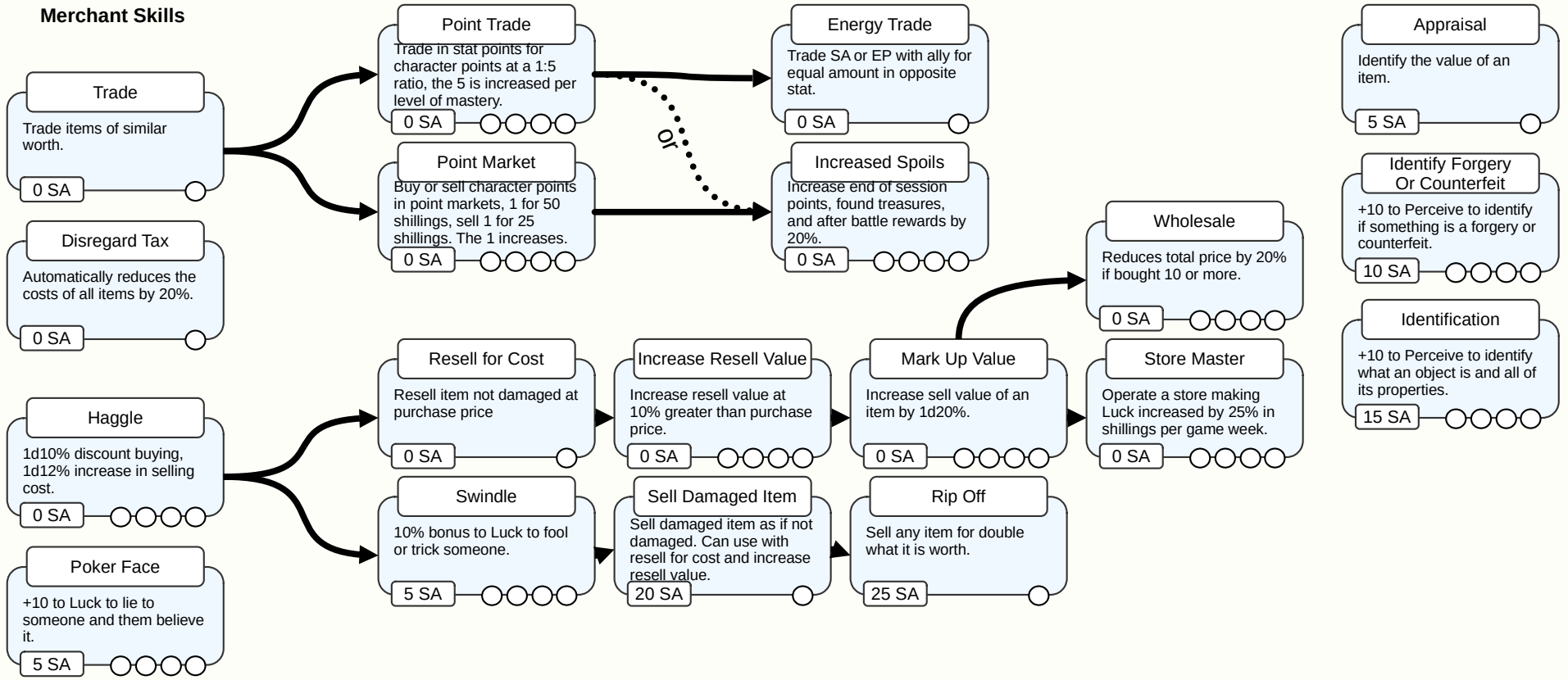
Cleric Skills



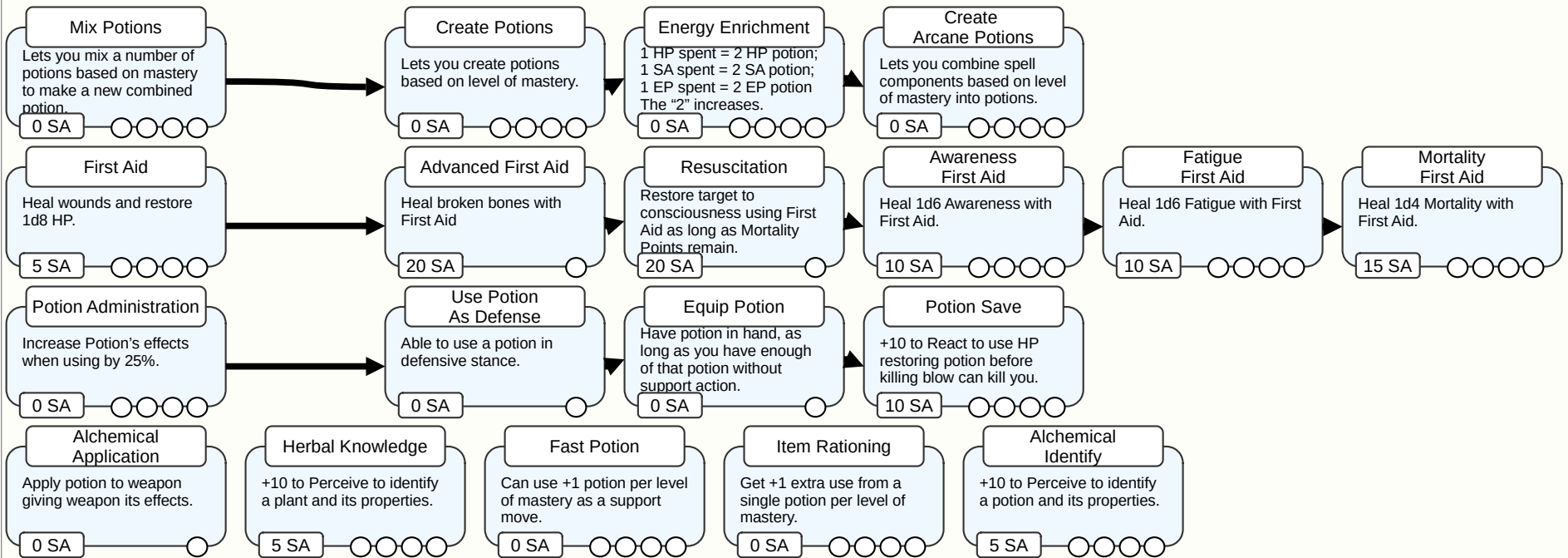
Adventurer Skills



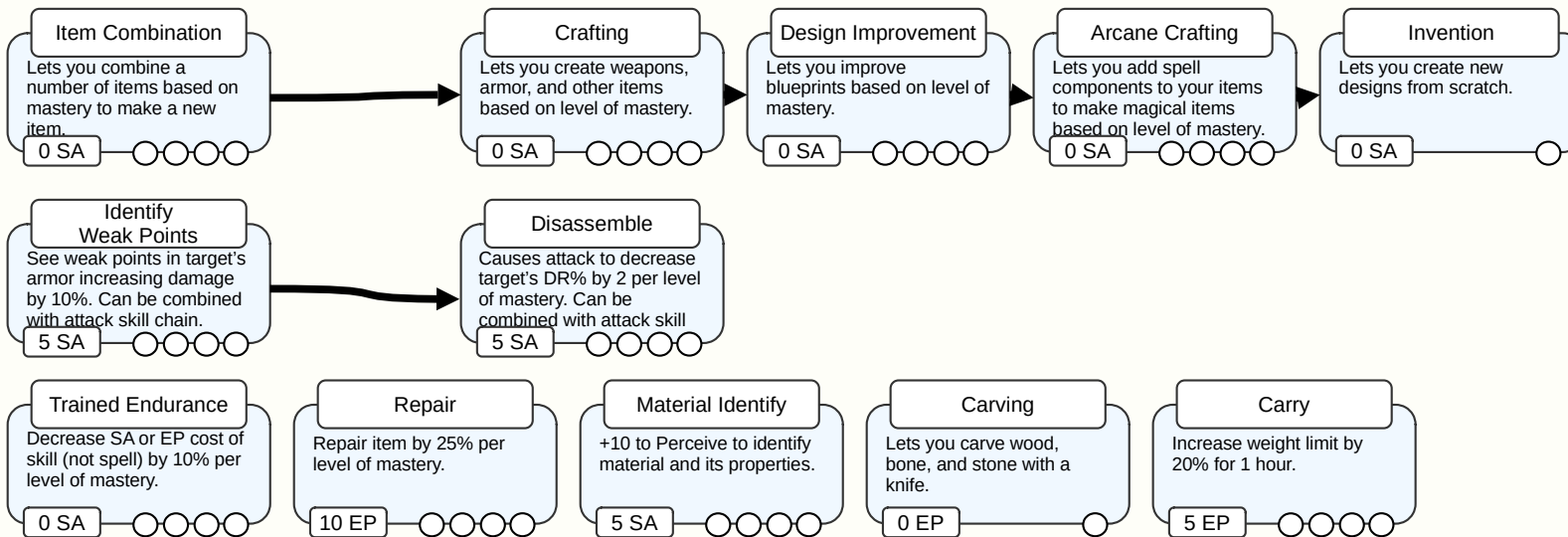
Merchant Skills



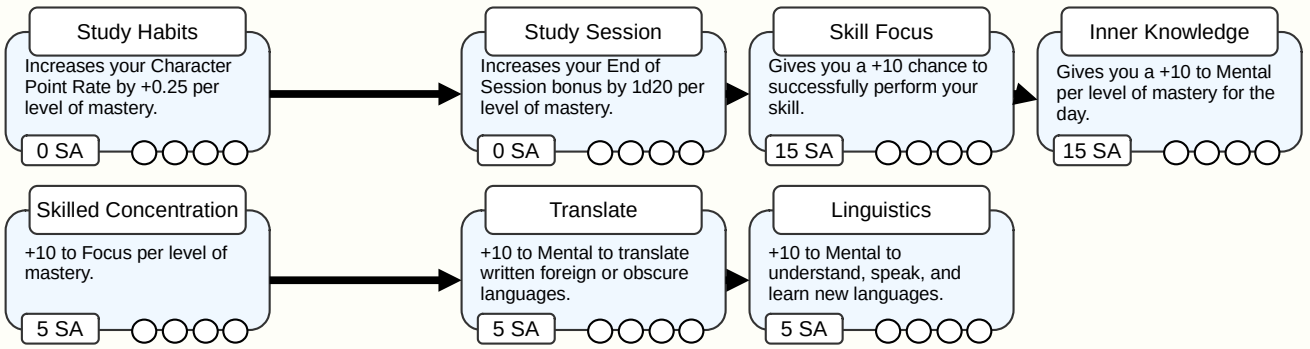
Alchemist Skills



Crafter Skills



Scholar Skills



Racial Skills

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