



APPEARANCE: _____
 MOTIVATIONS/INTERESTS: _____ ALIGNMENT: _____

TOTAL SKILL POINTS: _____ CHARACTER LEVEL: _____ SPECIES: _____
 SIZE: _____ MOVEMENT SPEED: _____ FT INSPIRED BY: _____

HEALTH DICE
 DICE TYPE: D _____
 +2 +2 +2 +3 +2 +2 +2 +2 +3

 CURRENT: _____
 TOTAL: _____

HEALTH POINTS
 CURRENT: _____
 TOTAL: _____
DEFENSE
 EVASION CLASS: _____
 ARMOR CLASS: _____
 INITIATIVE: _____



MORTALITY
DEATH SAVING THROWS
 SUCCESSES
 FAILURES
EXHAUSTION

SAVING THROWS

PHYSICAL
 + _____

MENTAL
 + _____

SOCIAL
 + _____

GENERAL SKILLS

PHYSICALITY

STRENGTH
 ENDURANCE
 CONSTITUTION
 STAMINA

+ _____
 + _____
 + _____
 + _____

MANA POOLS

CURRENT / TOTAL

PRECISION

STEALTH
 SLEIGHT OF HAND
 ACROBATICS
 FOCUS

+ _____
 + _____
 + _____
 + _____

CURRENT / TOTAL

NATURE

SURVIVAL
 MEDICINE
 ALCHEMY
 GEOMANCY

+ _____
 + _____
 + _____
 + _____

CURRENT / TOTAL

KNOWLEDGE

ARCANA
 HISTORY
 OCCULT
 TINKERING

+ _____
 + _____
 + _____
 + _____

CURRENT / TOTAL

INFLUENCE

PERSUASION
 DECEPTION
 INTIMIDATION
 INSPIRATION

+ _____
 + _____
 + _____
 + _____

CURRENT / TOTAL

AWARENESS

INVESTIGATION
 PERCEPTION
 INSIGHT
 FAITH

+ _____
 + _____
 + _____
 + _____

CURRENT / TOTAL

EQUIPMENT SKILLS

WEAPONS

LIGHT
 MEDIUM
 HEAVY
 RANGED

CURRENT / TOTAL

ARMOR

LIGHT
 MEDIUM
 HEAVY
 SHIELDS

CURRENT / TOTAL

TOOLS

1. _____
2. _____
3. _____
4. _____

LANGUAGES KNOWN = _____



LANGUAGES: _____

COMPANION BOND

BOND 1 - BASE COMPANION

BOND 2 - +1 BONUS TO 1 SPECIALIZED SKILL OF YOUR CHOICE &

CAN NOW BE RIDDEN AS A MOUNT IF AT LEAST 1 SIZE LARGER THAN YOU.

BOND 3 - +1 BONUS REPLACED BY +2. CAN TRANSPORT SMALL WRITTEN MESSAGES WITHIN 1 DAY'S TRAVEL. WILL RETURN TO YOU IN 24 HOURS.

BOND 4 - +2 BONUS REPLACED BY +3. CAN TRANSPORT SMALL WRITTEN MESSAGES WITHIN 1 WEEK'S TRAVEL. WILL REMAIN AT DESTINATION UNTIL PICKED UP.

 2X MOVEMENT SPEED

 2ND MOVEMENT SPEED TYPE: _____ (FLY, BURROW, SWIM, OR CLIMB)

SIZE:  TINY (BASE)  SMALL  MEDIUM  LARGE

SPEED: 20 FT 25 FT 30 FT 30 FT

SIZE DICE: 1D4 1D6 1D8 1D10

HEALTH DICE: _____ D 1 SIZE DIE X BOND

HEALTH POINTS: _____ / _____ HP

ATTACK MODIFIER: + _____ (BOND) ATTACK DAMAGE: _____ (1 SIZE DIE X BOND)

SAVING THROWS: + _____ (BOND) EC & AC: _____ (4 X BOND)

INVENTORY - ITEMIZED SLOTS

COST: _____ CC
 COST: _____ CC
 COST: _____ CC

ENDURANCE SLOTS (EQUAL TO MODIFIER)

_____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC

BACKPACK +8 SLOTS

_____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC
 _____ CC

ADDITIONAL SLOTS CARRIED BY COMPANION

TINY COMPANION +1: _____ CC
 SMALL COMPANION +2: _____ CC
 _____ CC
 MEDIUM/LARGE COMPANION +3: _____ CC
 _____ CC
 _____ CC

WEIGHTLESS ITEMS

<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X
<input type="radio"/> _____ X	<input type="radio"/> _____ X

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

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 RARITY: _____

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

CURRENCY

COINS

COPPER _____ X
 SILVER _____ X
 GOLD _____ X
 PLATINUM _____ X
 QTY _____

AMMUNITION

STANDARD

ARROWS _____ X
 BOLTS _____ X
 DARTS _____ X
 BULLETS _____ X
 OTHER _____ X
 QTY _____

SILVERED

ARROWS _____ X
 BOLTS _____ X
 DARTS _____ X
 BULLETS _____ X
 OTHER _____ X
 QTY _____

SOUL GEMS

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

CREATURE: _____
 CREATURE TYPE: _____
 LEVEL: _____
 RARITY: _____

CRAFTING - TINKERING MODIFIER: +

INTENDED ITEM: _____ COMPLEXITY: _____ TIME SPENT: _____ / _____ HOURS
ITEM DESCRIPTION: _____
MATERIAL COMPONENTS/ COINS USED: _____
MATERIAL COMPONENTS/ COINS STILL NEEDED: _____

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ITEM DESCRIPTION: _____
MATERIAL COMPONENTS/ COINS USED: _____
MATERIAL COMPONENTS/ COINS STILL NEEDED: _____

ENCHANTING - ENCHANTING TOOLS MODIFIER: +

MAGIC ITEM: _____ RARITY: _____ TIME NEEDED: _____ HOURS
DESCRIPTION: _____
MAGICAL COMPONENTS/ COINS ACQUIRED: _____
MAGICAL COMPONENTS/ COINS STILL NEEDED: _____

MAGIC ITEM: _____ RARITY: _____ TIME NEEDED: _____ HOURS
DESCRIPTION: _____
MAGICAL COMPONENTS/ COINS ACQUIRED: _____
MAGICAL COMPONENTS/ COINS STILL NEEDED: _____

MAGIC ITEM: _____ RARITY: _____ TIME NEEDED: _____ HOURS
DESCRIPTION: _____
MAGICAL COMPONENTS/ COINS ACQUIRED: _____
MAGICAL COMPONENTS/ COINS STILL NEEDED: _____

BREWING - ALCHEMY MODIFIER: +

INTENDED POTION: _____ POTENCY: _____ QUANTITY: _____
POTION DESCRIPTION: _____
ALCHEMICAL COMPONENTS/ COINS ACQUIRED: _____
ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: _____

INTENDED POTION: _____ POTENCY: _____ QUANTITY: _____
POTION DESCRIPTION: _____
ALCHEMICAL COMPONENTS/ COINS ACQUIRED: _____
ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: _____

INTENDED POTION: _____ POTENCY: _____ QUANTITY: _____
POTION DESCRIPTION: _____
ALCHEMICAL COMPONENTS/ COINS ACQUIRED: _____
ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: _____