CHARACTER RECOR	rd Sheet T-6.1	Character Name:		
Experience Points	Level:	Player: Campaign (GM):		
Race: Profession: Training Packages:	STAT Tem Agility	Basic Racial Pot Bonus Bonus	Special Stat Bonus Bonus	Rune
Realm of Power:	Constitution Memory			
Armor Type: Weight Penalty: Base Movement Rate: Moving Maneuver Penalty: Missile Penalty:	Reasoning			Rune
Quickness Bonus (3 x Qu): Armor Quickness Penalty: Shield Bonus: Magic (Spells, Items, etc.):	Quickness Strength			
Special: Total Normal DB:		COMMONLY USED Ranks Bonus Skill	SKILLS	Ranks Bonus
RESISTANCE ROLLS:RaceStatTypeBonusBonusGonusChanneling(3 x In)Essence(3 x Em)Mentalism(3 x Pr)Poison/Disease(3 x Co)Fear(3 x SD)(10)(10)(10)(10)(10)(10)RACE/STAT FIXED INFO:Soul Departure:roundsRecovery Multiplier:xBody Development Progression:			TTACKS	
PP Development Progression:	Attack/Weapon	Ranks Bonus Fumble Range	e Modifications	
ROLE TRAITS:AppearanDemeanor:Apparent Age:Gender:Height:Weight:				
Hair: Eyes: Personality:	Item	COMMONLY USED EQ Location Weight	•	
Motivation: Alignment:				
BACKGROUND INFORMATIO Nationality:	N:			
Home Town/City:		Miscellaneous Informa	ation: Power Point	s (Max.):



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Skill Category R	ECORD SH	ieet T-	6.2	Chara	cter:					
	Applicable	Dev.	# of	New		2000 900 200 400 400 400 900	Boi	nuses		
Skill Category	Stats	Cost	Ranks	Ranks	Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St									
Armor • Light	Ag/St/Ag	02								
Armor • Medium	St/Ag/St		, /				On and the second se			
Artistic • Active	Pr/Em/Ag	:				2011				
Artistic • Passive	Em/In/Pr									
Athletic • Brawn	St/Co/Ag									
Athletic • Endurance	Co/Ag/St									
Athletic • Gymnastics	Ag/Qu/Ag									
Awareness • Perceptions	In/SD/In		na	Bener, Brane, Brane,	0	arrange danang arra di kalini si di kala			and and an and an	
Awareness • Searching	In/Re/SD		IIa		U		- · · · · · · · · · · · · · · · · · · ·			
Awareness • Searching Awareness • Senses	In/SD/In									
Body Development	Co/SD/Co		na	Ť	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	*	0					
Communcations	Re/Me/Em		<u></u>				******************			
Crafts	Ag/Me/SD		na	*	0				, aga ang gana pina aka ina kana ang ining pan	
Directed Spells	Ag/SD/Ag	(*************************************								
Influence	Pr/Em/In									Outrant
Lore • General	Me/Re/Me									
Lore • Magical	Me/Re/Me									
Lore • Obscure	Me/Re/Me									
Lore • Technical	Me/Re/Me		an a							
Martial Arts • Striking	St/Ag/St									
Outdoor • Animal	Em/Ag/Em		. <u></u>		Catologica					
Outdoor • Environmental	SD/In/Me									
Power Awareness	Em/In/Pr									
Power Point Development			na		0	-				
Science/Analytic • Basic	Re/Me/Re	· · · · · · · · · · · · · · · · · · ·								manu a manu panananan di sumu
Science/Analytic • Specialized	Re/Me/Re	·	na	*	0					
Self Control	SD/Pr/SD						•			
Spells •										
Own Realm Closed Lists			na	***	0					
Own Realm Open Lists			na		0		****		and the second descent second and the second	
Own Realm Own Base Lists			na	+	0					
_			114		V					
Subterfuge • Attack	Ag/SD/In									
Subterfuge • Mechanics	In/Ag/Re					and the state of t				
Subterfuge • Stealth	Ag/SD/In									
Technical/Trade • General	Re/Me/SD									
Technical/Trade • Professional	l Re/Me/In		na	*	0					
Technical/Trade • Vocational	Me/In/Re		na	*	0					
Urban	In/Pr/Re									
Weapon • 1-H Concussion	St/Ag/St									
Weapon • 1-H Edged	St/Ag/St									
Weapon • 2-Handed	St/Ag/St									
*	•									
Weapon • Missile Artillery	Ag/St/Ag In/Ag/Re		And the second s							
Weapon • Missile Artillery	In/Ag/Re				, ama ann ann an an an an an ann an an ann an a		3-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1			
Weapon • Pole Arms	St/Ag/St									
Weapon • Thown	Ag/St/Ag									
			(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)							
		3-80-0-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-							And the second of the first of the second second	<u></u>



	Skill Re	cord She	ет Т-6	.3				
Character:		Playe	er:					
		Level						
		New			Bo	D11666		
Skill Name	#Ranks	Ranks		Category			Special	Total
						••••••••••••••••••••••••••••••••••••••		
							a de la companya de la	
				·				
								And the second se
						Balanda an an		



. Moi	NEY & E	QUIPMENT	RECORD SHEET T-6.4	
Character:			Coins and C	Other Wealth
		·	Mithril:	Bronze:
Player: Last Updated:		- 	Platinum:	
Last Updated:			Gold:	Tin:
Equipment and Ge	ar		Silver:	Iron:
Item (Description)	Location	Weight	Gems	Jewelry
			Genns	Jeweny
			Magio	e Items
			Bonus Items	Bonus
			Dationa/Dunca (Smalls In (Om)	Dationa/Dumas (Smalls In/On)
			Potions/Runes (Spells In/On)	Potions/Runes (Spells In/On)
			Wands, Staves, and Rods	Charges
			v ands, staves, and nous	Charges
				`
			Constant Itoma	Small Imphaddad
			Constant Items	Spell Imbedded
			Daily Items	Daily
			Daily Items	Dany
			Chararacter Illustration	
			Body Size:	
Total Dead Weight			Head Size:	
			Hand/Foot Size:	

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			E	XPERIENCE	Poin	NT LO	og T-6.5	
Player: Character (Level): Session Ending:						GM U Notes	Ise Only :	
		M	IANUEVEI	RS Danger Rating	3			Manuever EP Key 1. Keep a tally of how many of each type of
Difficulty	None	Some	Danger	Ex. Dang.	Defea	ated	Unknown	manuever was performed.
Easy								The Danger Rating refers to the situation in which the manuever was performed (not the
Light								danger of the manuever itself). The ratings
Medium								are: character is in no danger (None), character is in some danger (Some),
Hard								character is in danger (Danger), character is
Very Hard								in extreme danger (Ex. Danger), and/or Foe
Ex. Hard								was defeated as a direct result of the manuever (Defeat). Use the Unknown

Sheet Folly									umn if the da	nger rating is n	
Absurd											
Spell 1 1. Keep a talley of how	EP Key many of e	each level sp	ell				SPEL	L CASTIN	NG Inger Rating		
is cast. Use the "Othe	er" row for	r spells abov	e	Spell	Nor	ne So	ome		Ex. Dang.	Defeated	Unknown
10th level (recording 2. The Danger Rating r				1st Level							
which the sl was cast (not the danger of the spell itself). The ratings are: Spell caster is in no danger (None), Spell caster is in some				2nd Level							
				3rd Level							
danger (Some), Spell	caster is i	in danger		4th Level							
(Danger), Spell caster (Ex. Danger), and/or		-		5th Level							
direct result of the sp	ell (Defea	t). Use the		6th Level							
Unknown column if known.	the dange	r rating is n	ot	7th Level							
				8th Level							
				9th Level							
				10th Level							
				Other Level							
1st Combat		OMBAT: C 2nd Comb		SSION HITS 3rd Cor		4th C	Combat	give 2. If l "Ch	ep a talley of l en and taken i knocked out d haracter KOd'	mbat EP Key now many cond in each combat luring the battl box. If foe is k	e, check the nocked out
Character KOd 🗆 Foe KOd 🖵	Ch	haracter KC Foe KOd [Foe KOd 🖵 Foe KOd 🖵 give to foes. When de					the number of endelivering a	criticals you Large or	
		COMB		ITICALS ondition				ori	ginal critical r	cal, be sure to a esult (from the ition indicates t	attack
Severity Norm	Dead	Unc.	Dow	n Stun	Solo	Large	SLarge		**	t at the time yo e conditions ar	
A								— nor	rmal (Norm),	foe is dead (De	ead), foe is
В										nc.), foe is down	
С										tun), you are fi oe takes Large	
D								(La	rge), foe takes	s Super-Large c	
						1		I (SL	Large).		

TRAVEL (IN MILES)

IDEAS AND OTHER INTERESTING THINGS

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	GM:		Total Time in Ses	sion
	Session Ending:		Next Session Date	
	Location:		Next Session Loca	
	PLAYER CHARACTERS PRESENT	NDC ATTE	S PRESENT	NDC ENTENTES ENTCOTINTEDED
				NPC ENEMIES ENCOUNTERED
	Character:	Character:		_ Character: Role:
		Role:		
	Character:			_ Character:
	Player: Character:			Role:Character:

	Player: Character:	Role:		Role:Character:
	Player:	Character: Role:		Role:
	Character:	Character:		
	Player:	•		
	Character:	Character:		
	Player:			
	Character:	Character:		Character:
	Player:	Role		
	Character:	Character:		
	Player:			
		ADVENTUI	RE LOCALE	
	GM's Notes:		Information Cai	nodbretho Dlarrow
	GIVI 5 INOLES.		information Gai	ined by the Player:
:				
				•
		ADVENTU	RE NOTES	
	GM's Notes:		Information Gai	ned by the Player:



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