HJ43

HACKMASTER



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Welcome to the newest edition of HackJournal, the HackMaster magazine for players and GameMasters around the world! Whether you profess to be the greatest fighter, thief, mage or cleric, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- Arrow Wounding rules
- Damage from Dropped Objects
- Fey Dragon
- 1st through 10th level Pregens



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HACKJOURNAL 43

This quarterly PDF supplement is written specifically for (and by) the members of the HackMaster Association, a member-driven organization of Players and GameMasters who meet to discuss and play role-playing games published by Kenzer and Company. The HackJournal also previews special pre-release material, including 'alpha' and 'beta' rules previews for future products! HackMaster Assocation members are encouraged to try out these new rules and provide feedback on the Kenzer and Company discussion forums.

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OPTIONAL RULES - ARROW WOUNDS

Bows afford an attack at range that can inflict injuries similar to those caused by small and medium melee weapons while rendering a direct physical counter impossible. The advantages do not stop there.

While some players may insidiously delve through the rule set or postulate dubious real life support for additional lethality advantages, the physics of an arrow wound simply do not afford greater mortality than the typically much larger lacerations or punctures a melee weapon may inflict. Nay, the supplemental advantages result from the nature of the arrow wound itself namely that an item embedded in the body of a victim causes certain ancillary difficulties such as movement restrictions and the risk of second-order damage. These optional rules simulate said effects. They provide a reasonable level of realism at some minor cost in complexity while presenting a richer gaming experience and some interesting role-playing opportunities.

Any barbed projectile with an extended shaft (to wit, arrows not more compact crossbow bolts) that scores 9 or more points of damage has become deeply embedded in the target's body. You may wish to extend this benefit to additional barbed weapons such as javelins (or their naval equivalent harpoons). Body armor offers substantial protection against projectiles frequently transforming a potentially serious injury into a manageable incidental wound. By denuding the missile's penetrative power, only a small percentage of hits become lodged deep within the body cavity. While this has beneficial consequences in reducing wound severity and facilitating extraction of said projectiles, until the latter is performed the arrow remains embedded and the wound may be aggravated by taking any actions that cause the shaft to jostle about (in effect becoming a lever that facilitates additional tissue damage at the original incision point). Any creature with an embedded arrow (deep or superficial) may suffer restrictions to their movement or face the potential for further hit point reduction.

Note, of course, that an arrow needn't actually damage the target to be embedded; it could simply be stuck in its hide or armor when the damage reduction exceeds the damage dealt. This has no game effect, but might make for some great flavor text during or after combat.

A character with one or more embedded arrows suffers movement consequences per the table below.

Engaging in melee is sufficiently vigorous that it adds two movement speeds (i.e. walking during active melee

	Number of Embedded Arrows								
Movement Type	1	2	3	4	5+				
Sprint	1	TOP	TOP + 3	TOP + 5	TOP + 7				
Run	NA	1	TOP	TOP + 3	TOP + 5				
Jog	NA	NA	1	TOP	TOP + 3				
Walk	NA	NA	NA	1	TOP				
Crawl/Shuffle	NA	NA	NA	NA	1				
Stationary	NA	NA	NA	NA	NA				

Key:

NA: no effect, the character can perform this action without penalty

1: A character making this movement suffers 1 HP of damage per embedded arrow

TOP: A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check check to avoid collapsing in agony.

TOP +3/+5/+7: A character making this movement suffers 1 HP of damage per embedded arrow and must make a Trauma check at the specified penalty to the roll in order to avoid collapsing in agony.

counts as running, etc.) Note however that sprinting represents the pinnacle of activity that may aggravate arrow wounds thus there is no category beyond this.

Checks should be made upon beginning any restricted activity (e.g. upon beginning to run or on the first second the PC enters combat) and every 60 seconds thereafter.

Extra damage is added to the arrow wound total (i.e. a four point injury becomes a five point injury for healing time, etc.)

Removing embedded arrows

Another problem, namely removal of the projectile, confronts those with embedded arrows. Hearty and impatient PCs untrained in first aid or unwilling to spend the time to undergo first aid treatment can carefully pull out the offending projectile as long as it is not deeply embedded (i.e. it has inflicted 8 or fewer damage to the individual). Projectiles that caused only 1 or 2 hp of damage can be removed without complications. Those that have caused 3-8 HPs inflict an additional d4p damage when removed in this fashion. It takes one second per HP inflicted (including the extra d4p damage) to gingerly remove the arrow. For the truly impatient, any projectile not deeply embedded may be crudely yanked out in a single second although at the cost of 2d4p damage. Attempting to remove deeply embedded arrows in this fashion causes a similar amount of damage but will only succeed in breaking off the shaft. All penalties remain in effect and a First Aid provider's threshold for success at removal now becomes very difficult.

Note that arrow wounds treated by self-extraction of the projectile are not eligible for subsequent remediation by First Aid.

The First Aid skill obviously goes a long way toward mitigating the ill effects of removal. Superficial punctures do not explicitly require medical attention for removal but if the care provider succeeds at an average skill check, he is able to reduce the severity of the wound by 1 hp.

Projectiles that have caused 3-8 points of damage can be removed with an average skill check though no hit points are restored upon extraction. Deeply embedded arrows (i.e. those that have caused 9 or greater damage) mandate a difficult check. Their successful removal also results in the loss of one additional HP.

In all but superficial cases, failure of the first aid check inflicts an additional d3p damage and obviously the arrow remains embedded. Those with the first aid skill can make multiple attempts until either the arrow has been removed or the victim refuses further attempts (or succumbs to HP loss!)





GameMaster's Workshop

Opponents entrenched in a well prepared defensive positions have a number of advantages. They can shape the terrain to impede access and deny cover to their enemies while gaining optimally positioned cover for their own repartee. If fortunate enough to have the benefit of elevation, they acquire yet another benefit - gravity. While a formidable defensive barrier in its own right in that potential assailants are channelized into narrow and defined approaches such as stairs or ladders, it is also a force multiplier in that it transforms ordinary objects into potentially lethal weapons by virtue of *Force = mass x acceleration*. Put less technically, a defender on a wall can drop a variety of plentiful and valueless objects to lethal effect. This latter frequently employed tactic shall be discussed below.

Targeting: Throwing rocks, sandbags, anvils, furniture or dead comrades down onto targets is fundamentally different than shooting an arrow at the same target when you're both on the same plane (e.g. at similar elevation). First of all, targets attacked from height present a far smaller silhouette and are thus far more difficult to hit. As such, "dropped objects" have their own range chart.

Vertical Distance	Attack Dice
5' - 10'	-4
11'-20'	-6
21'-30'	-8
31+'	-10

Heavy Objects: It is difficult to carefully aim at a target when your arms are shaking from the exertion necessary to lift a heavy weight and hold it outstretched waiting for the opportune time to drop it on your enemy. Similarly, while vertical range is preset by your height, horizontal range is a function of the dropped object's weight.

Object Weight*	Attack Penalty	Horizontal Range
no encumbrance	0	30′
light encumbrance	-2	20′
medium encumbrance	-4	10′
heavy encumbrance or greater	-6 (cannot be aimed)	5'

* Obviously what constitutes 'heavy' is largely a function of the creature's strength. Object weight limits are drawn from the Strength attribute table in the Player's Handbook.

Damage: Creatures struck by a dropped object suffer a wound per the following chart. The GM must determine the weight of the dropped object and the height from which it falls to determine the appropriate amount of damage. Note that all d12s on this chart penetrate on an 11 or 12 (lesser die type penetrate as normal).

Mitigating Factors: The damage that falling objects inflict upon those struck assumes that said object does not deform and absorb a portion of the impact momen-

Category	Effective Weight	examples
Very Soft	0	Pillows, loose clothing
Soft	1⁄4	Bundled clothing, baled hay, saddle, green vegetation
Pliable	1/2	Sack of vegetables, corpse
Firm	3⁄4	Sandbag, hardwood furniture
Solid	1	rocks

	Height												
Wt. (lb)	5′	10′	15′	20′	30′	40′	50′	60′	60+'				
0.50	1	d6p-5	d6p-4	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3	d6p-3				
1	d6p-4	d6p-3	d6p-2	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1	d6p-1				
3	d6p	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-4	d12p-4	d12p-3				
5	d8p-1	d10p-2	d12p-4	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-2				
10	d10p-2	d12p-4	d12p-4	d12p-3	d12p-3	d12p-3	d12p-3	d12p-2	d12p-1				
20	d12p-4	d12p-4	d12p-4	d12p-3	d12p-2	d12p	d12p+2	2d12p-4	2d12p-2				
30	d12p-4	d12p-4	d12p-3	d12p-2	d12p+1	2d12p-4	2d12p-1	2d12p+1	3d12p-3				
50	d12p-4	d12p-3	d12p-1	d12p+2	2d12p-1	2d12p+3	3d12p	4d12p-2	4d12p+2				
50+	d12p-4	d12p-1	d12p+2	2d12p-2	2d12p+4	3d12p+3	4d12p+2	5d12p+1	6d12p				

Damage Inflicted by Falling Objects

tum. While this is certainly the case for objects such as rocks and anvils, many objects that may be hurled down on opponents will absorb some of the impact energy and thus must be derated to reflect this occurring. Use your judgment to fit a particular dropped object into a category and thus modify the effective weight.

For example, a 50-pound sack of onions is considered "pliable" and thus would have the impact effect of a 25pound rock (50 x 0.5 = 25).

Protection: The potential damage caused by falling objects has greater variability and a significant upside risk of extraordinary results due to d12s penetrating on 11s & 12s. This reflects the fact that blows to the head are far more common in this type of injury.

Helmets are purpose designed to absorb blunt force trauma to the cranium and particularly well suited to mitigate damage from falling objects. A suit of armor is presumed to include a helmet with comparable impact absorption capabilities (i.e. the DR rating). Unless a character has foolishly removed their helmet, perhaps in a bid to gain some indeterminate advantage, armor has double its normal DR when subject to damage from dropped objects.

Shields likewise are eminently suited to deflecting dropped objects. When held aloft, they invariably divert the momentum of the striking object and permit the individual to safely absorb a portion of the object's force. As such, shields have a doubly effective DR rating when employed against dropped objects. Knock Backs: Individuals struck by falling objects with sufficient force to compel a knock back will instead be knocked to the ground where they stand. Righting oneself is a 1 second action. A double knock back implies that the individual has been knocked prone and drops all held items. This necessitates both getting to one's feet and gathering up any items previously held before any actions requiring said may be taken.

Rate of Discharge: Rocks can be dropped at a maximum rate of one per 3 seconds if handy. Obviously if subsequent objects to be dropped must be found, the time to do so must be considered. Likewise a heavy object must lifted (and possibly moved) all of which takes time. A stone held at the ready, targeted on a piece of ground, can be dropped in one second when a target comes into range.

Note that dropped objects have a limited horizontal range. In general, the heavier the object the more likely it is that it can only be employed on targets directly beneath the elevated attacker. A wise attacker will avoid approaching within the range of these weapons and even foolish ones will learn to be weary after suffering a few casualties. Dropped objects are best employed in defense of a position the attacker is compelled to approach in order to satisfy his operational objectives. For example, storming a castle may require an attacker to endure a fusillade of dropped objects while attempting to breach the main gate.

FEY DRAGON

A most delightful companion did I find in the sole fey dragon I had chance to encounter in my many journeys. When it fixed its gaze upon me did I verify feel as if I were the only person of interest at the soirce – despite the presence of a cavalcade of fascinating personalities.

Long did we converse as I was taken with his interest in my travels throughout the known realms. The stories seemed to flow with a clarity and precision I am so often lacking unless I set ink to parchment.

Inspired by the interaction, I endeavored thereafter to document the encounter fearing only that I had scant vellum to fully elaborate upon the unique creature. Loquacious as he had been, I found that I could recall scant details. To this day I cannot recall with any clarity pertinent information. It was as if I was in a dreamy haze blissfully enraptured by the shimmering lights without perceiving my surroundings.

F

I know now that I was in the presence of a true dragon. Long did I previously hold to the assertion that fairy dragons were a pseudo species that merely mimicked the powers of their namesakes. Perchance it is their diminutive size and jovial personalities that fosters such errors. I now most heartily dismiss these notions.

Pey dragons are a species of dragonkind bearing a strong influence of the faerie realms. Like other such creatures, they are diminutive in size and given towards what appears to many humans and others possessing even more dour personalities to be senseless frivolity. They are highly social beings that thrive on personal interactions with like-minded individuals. This combination of traits is very much in opposition to the aloof and

magisterial demeanor that most dragons, regardless of ethical disposition, prefer to display to the rabble of lesser races. It is such an outlier that some have dismissively termed them "false dragons". This is assuredly not the case.

Their appearance is a curious blend of reptilian and fairy features. While their body displays a traditional dragonesque form (i.e. that of a lizard albeit it with elon-



gated neck and legs), their wings are gossamer and butterfly-like. Their tail is exceptionally long and terminates in a barb reminiscent of a wyvern. Overall color is a mottled green though their wings are iridescent.

Fairy dragons are not puerile cowards. Though slow to anger, once vexed they will assume a countenance every bit as intimidating as their larger cousins. In this rare state, they are steadfast in their determination to meet out vengeance.

Combat/Tactics:

Fey dragons are as capable as grel at concealing themselves in natural terrain. Likewise they are capable of wizardry as one might expect from a fey creature or dragon. They may cast any of the following spells once per day: phantom irritation, audible clammor, sense magic aura, shrink, throw voice, bedazzle, inaudibility, enfeeble, motion blur, inflict temporary blindness, force fumbles, dismiss enchantment, fumble zone, sniper's bane, tangle, glitterlight, pine tar. Note that these magics require only a verbal component to conjure and do so at the spell's baseline efficacy.

Naturally lighthearted and jovial, fey dragons seldom initiate combat. Their inclination is to perpetrate harmless pranks on strangers as a means of gauging their personalities. Those that take such shenanigans in stride without becoming unduly upset are deemed worthy to converse with. Should the targets of the fairy dragons sport react in a sour and grumpy manner - though not maliciously so - it may compel the dragon to continue with its taunting from concealment until such time as it feels that the joke has worn thin. Obviously ill tempered and knavish quarry will not be teased for fear of provoking them into some senseless act of brutality. However, the dragon may stealthily trail them to learn what their purpose for being in its woods is.

Should the fey dragon become truly irate - a rare instance usually provoked by some atrocity, the destruction of its home or an unusually determined foe intent on killing it - it will put on its game face. In this state it exudes palpable fear (effectively causing all within 30 feet to react as if a panic spell were in effect).

Fey dragons can hover in flight at will and will employ this maneuver in battle to both bite and sting an oppo-

Fey Dragon **HIT POINTS:** 18+6d8 S/70 lbs. SIZE/WEIGHT:

TENACITY:	Brave							
INTELLIGENCE:	Brilliant							
FATIGUE FACTOR:	n/a							
MOVEMENT								
CRAWL:	21/2							

WALK:	5
Jog:	10
RUN:	15
FLY:	35
S	AVES
S/ Physical:	AVES +21



ATTACK: Alternatively bites for 3d4p and stings for d4p (+ VF 12 poison). May breath an intoxicating obscurring cloud thrice per day.

SPECIAL ABILITIES:

Spell Use

the second second	A Provinsi State State						
General Info							
ACTIVITY CYCLE:	Nocturnal						
No. Appearing:	1						
% CHANCE IN LAIR:	20%						
FREQUENCY:	Scarce						
ALIGNMENT:	Chaotic Good						
VISION TYPE:	Low Light Vision						
Awareness/Senses:	one die better for Init roll						
Навітат:	Fey Lands						
DIET:	nil						
ORGANIZATION:	Individual						
CLIMATE/TERRAIN:	Temperate Forest						
	and the second s						

Yield

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MEDICINAL:	see end of descr
SPELL COMPONENTS:	nil
HIDE/TROPHY:	see end of descr
TREASURE:	various object
EDIBLE:	see end of descr
OTHER:	nil
EXPERIENCE POINT VALUE:	900

nent from above. With the benefit of this mobility, it can choose whom to fight while avoiding being surrounded or double and triple teamed.

Its speed of 5 represents alternative bites (inflicting a 3d4p wound) and stings of its tail. Though the latter causes but d4p damage, it is poisonous.

Fey Dragon Poison: With a successful stinger attack, a fey dragon injects a VF 12 poison. Victims must save or lapse into a cataleptic state for d6p days that is indistinguishable from death except by a First Aid provider of at least average mastery. Should the victim fail this save by 6 or more, his body fails to stabilize at this reduced metabolic state and perishes within d6p hours.

Breath Weapon: Thrice per day a fey dragon may employ its breath weapon. This produces an oddly scented cloud of narcotic smoke with the dimensions and vision impairing capabilities of a *Massive Smoke Screen* spell. In addition, those within its billowing area must save vs. a VF 14 toxin or become 'really stoned' (those succeeding at a check will nonetheless suffer the effects of a body high). Rules for cannabis intoxication can be found in the GameMaster's Guide).

Habitat/Society:

Inexplicably for a creature so fond of social interplay, fey dragons are notably reticent at engaging with their own kind. Perhaps this is due to the creature's rarity palpably expressing itself in that seldom are two fey dragons encountered in the same locality. Those with a keener understanding of the creature's mind are given to suggest that this quirk is more of an expression of the natural hubris all dragons possess. A fairy dragon desires to be the center of attention and retain his unique status amongst his circle of acquaintances. They typically have a wide circle of confederates from the surrounding region many of which number amongst the most influential, artistic or intelligent of their kind. These individuals are the dragon's 'treasure hoard'. Indeed they actively curate this hoard by acting as a muse to promising artists or wizards with the intent of burnishing their collection.

While collection may be a demeaning term to apply to a social group, it is nonetheless appropriate. For all its gregariousness, the fey dragon never forms true bonds of friendship. It does not consider those in its circles to be peers. Rather, they are pretty baubles to enjoy in a decidedly one-sided relationship. Those who have known a fey dragon for years may be astonished upon sober contemplation to realize how little they truly know of the creature.

Ecology:

Though not conventionally nocturnal creatures, fairy dragons are most active during customary times of revelry and usually awake at the crack of noon. Their diet is adapted to that of their circle of affiliates and generally comprises the rich fare served at festivals or other times of merriment. More than a few have developed a pronounced sweet tooth and delight in all manner of pies and cakes – often becoming rotund.

On Tellene:

Fey Dragons are most common in elven enclaves within Brandobian lands.

Fey Dragon Body Part Magical Properties:

Blood: When prepared with myrrh to form a cream, it may be applied topically to remove the effects of the flaws Facial Scar and/or Pocking. Only one such application is possible.

Brain: Consuming an entire fey dragon's brain requires a toxicity check vs. VF 14 with failure resulting in death. Those who survive gain the Supernatural Affinity Talent.

Eyes: Consuming a fey dragon's eye requires a toxicity check as above. Survivors gain +30 to their Appraisal: Artwork mastery (or a flat mastery of 30 if they do not already possess this skill).

Skin: A fey dragon's hide can be enchanted to create incredibly tough (though size S) leather armor.

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1st through 10th level Pre-Gens

The following section contains a collection of pre-gen characters from levels 1 through 10. While useful in its own right to provide players with an appropriately powerful character when GMing a higher level adventure for a group other than those that participate in your home campaign, it is a valuable template when you need to create a high level NPC for inclusion in your campaign.

You might notice that the first level characters are identical to those included in HackMaster Basic. This is entirely intentional. These characters were advanced level by level to provide a snapshot in time of what a typical PC should look like. Of particular interest is the human fighter. He was advanced with the intent of becoming a Knight – a pursuit desired by many players. This somewhat lackluster character was able to attain that goal albeit by the skin of his teeth (note that he appears as a 9th level Knight in the 10th level characters section as forfeiting a level to cross-advance was one of many compromises he had to endure to achieve this goal).



Character:		Class:	Fighter	Level: _ 1 ,	Alignment:
Race: Human Ger	nder: Age: 20	Height:	_ Weight:	Hair:	Eyes:
Patron God(s):		(Anointed? Y 🖵	N 🖵) Handedness:	Righty	



	13 / 53 $_{\%}$	STR	Dмg. Mod.	+1	Feat of Str	+4	LIFT 23 (LBS)	30 lb	Carry (lbs)	71 lb	Drag (lbs)	575 lb
	9 / 03 %	INT	Attack Mod.	-1								
	10 / 34 _%	wis	Init Mod.	+2		Defense Mod.	0					
ES	13 / 64 %	DEX	Init Mod.	0		Attack Mod.	+1	De Mo	FENSE	+2		
ABILITIES	14 / 39 $_{\scriptscriptstyle \%}$	CON										
AB	8 / 69%	LKS										
	8 / 46%	СНА	TURNING	Mod								
	11		HON Window	A	verag	e	HON Wini	N Penai Dow	.TY ≤	≦5		
	Honor		Honor E	Bonu	ses or F	PENALTIES:	add + i	to an	y single	e die roli	per se	ession

Experience	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick ReferencesObservation Check:10Listening Check:10Feat of Strength:d20p+4Turn/Cmd Undead:
+6 3 ¹ /2' REACH	INIT +2 +2 s 2 l8p+3 s 2 s ave s ave	SPEED INIT 7 June 4 +4 5 2 2d4p+1 5 7 REACH 2d4p+1 7 SAVE 5 Combat profile for dagger

 Armor Worn

 Body:
 leather armor
 (damage reduction = 2)

 Shield:
 small
 (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

ABILITIES		.v.	CA	ARMOR	SHIELD	MAGIC		
`	S8°	1 Au	84	P _k .	SK	WK		TOTAL
	+2						Attack Bonus	+2
	-2						Speed	-2
+2							Initiative	+2
+2	+2			-2	+4		Defense	+6
+1	+2						Damage	+3
eapon Sp	eed: _1	0	Base	Weapon	Damage	: 2d8p	Reach:	31⁄2′
zation	+1		+2	+3	3	+4	+5	
	• (x Bl	P) ((2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
	• (x Bl	P)	(2x BP)	O (3:	x BP)	O (4x BP)	O (5x BP)	
9	• (x Bl	P) ((2x BP)	O (3:	x BP)	O (4x BP)	O (5x BP)	
e	• (x Bl	-) ((2x BP)	O (3:	x BP)	O (4x BP)	O (5x BP)	
	+2 +1 eapon Sp eation	$\begin{array}{c} -2 \\ +2 \\ +2 \\ +1 \\ +2 \\ +1 \\ +2 \\ exapon Speed: \underline{1} \\ \bullet (x B \\ \bullet ($	$\begin{array}{c c} -2 \\ +2 \\ +2 \\ +1 \\ +2 \\ +1 \\ +2 \\ \hline \end{array}$ $\begin{array}{c c} +2 \\ +1 \\ +2 \\ \hline \end{array}$ $\begin{array}{c c} +2 \\ +1 \\ \hline \end{array}$ $\begin{array}{c c} (x BP) \\ \hline \end{array}$ $\begin{array}{c c} (x BP) \\ \hline \end{array}$ $\begin{array}{c c} (x BP) \\ \hline \end{array}$	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	-2Speed+2-2-2+4+2+2-2+4+1+2-2+4eapon Speed:10Base Weapon Damage: $2d8p$ eapon Speed:10Base Weapon Damage: $2d8p$ eapon Speed:100 (3x BP)(4x BP) $(x BP)$ $(2x BP)$ $(3x BP)$ $(4x BP)$

RACIA BONUS SPECIALITA TALENTS ARMOR SHIELD LEVEL MAGI TOTAL Attack Bonus +0 Speed -0 +2 +2 Initiative +2 -2 +4 Defense +4 +1 +1 Damage 1′ Base Weapon Speed: ____ 2d4p Base Weapon Damage: Reach: +2 Specialization +4 +5 +1 +3 O (x BP) O (2x BP) O (3x BP) O (4x BP) O (5x BP) Attack O (x BP) O (2x BP) O (3x BP) O (4x BP) O (5x BP) Speed Defense O (x BP) O (2x BP) O (3x BP) O (4x BP) O (5x BP) O (x BP) O (2x BP) O (3x BP) O (4x BP) O (5x BP) Damage Notes:

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 31

	Points	Days to Heal		Роім	TS	Days to Heal	
Wound #1			Woun	d #6			
Wound #2			Woun	d #7			
Wound #3			Woun	d #8			
Wound #4			Woun	d #9			
Wound #5			Woun	d #10			

PREVIOUS HIT POINT ROL	: 7	1	SPELLS AVAILABLE			
			Leve L Appr.			
			Jrnym.			
			1			
			3			
Luck Points	Threshold of Pain		4 5			

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	0 00	000	O C	000	0 000	000
00000	0000	0 00	000	O C	00		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.) TRADE COINS CP SP GP Location 4 4 4 4 4 4		Proficienci light, med laborer		armor, shield, longsword, dagger,
GEMS:	QUIRKS & FLAWS Superstious (has Sterile	"magic" chari		YING NOTES: im/herself)
JEWELRY: OTHER VALUABLES: LANGUAGES MASTERY LEVEL LITERACY LEVEL Kalamaran 68	TALENTS & RACIAL A	ABILTIES	Benefits:	
	Mundar leather small sh longswa	armor nield	Location	Mundane Item Location 2 small belt pouches knapsack wineskin (2 quart cap.)
Magic Items or Spell Component(s) Effects/Not	("lucky" whetsto 50' hem leather woolen	magic charm one p rope boots trousers & tu ndershirt cloak		trail rations (3 days)
S Universal Skills Mastery [†] Intimida	ation (Str, Cha)	%	Other S	kills Mastery

SKILLS

Acting (Lks, Cha)	8	_%
Animal Mimicry (Wis)	16	_%
Boating (Wis)	13	_%
Cartography* (Int)	0	_%
Climbing/Rappelling (Str, Dex)	22	_%
Current Affairs (Wis)	10	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	8	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	10	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	9	_%
Interrogation (Wis, Cha)	8	_%

Intimidation (Str, Cha)	17	_%
Listening (Wis)	10	_%
Observation (Wis)	10	_%
Pick Pocket (Dex)	13	_%
Reading Lips (Int)	9	_%
Recruiting (Cha)	8	_%
Resist Persuasion (Wis)	10	_%
Rope Use (Dex)	19	_%
Salesmanship (Int, Wis, Cha)	8	_%
Scrutiny (Wis)	15	_%
Seduction, Art of (Cha, Lks)	8	_%
Sneaking (Dex)	13	_%
Survival (Wis, Con)	21	_%
Tracking (Wis)	10	_%

Other Skills	Mastery			
appraisal (arms & armor)	19%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			
	%			

* Cartography is Universal for those with the Literacy skill

Character:	Class: Fighter	Level: Alignment:
Race: Dwarf Gender: Age: 55	Height: Weight:	Hair: Eyes:
Patron God(s):	(Anointed? Y 🗆 N 🖵) Handedness:	Righty



	14 / 18 $_{\scriptscriptstyle \%}$	STR	Dмg. Mod.	+2 FEAT OF S	+5 rr.	LIFT (LBS) 235	b Ib Car (LBS	^{RY} 77 lb	Drag (lbs)	588 lb
	8 / 53%	INT	Attack Mod.	-1						
	9 / 02%	WIS	Init Mod.	+3	Defense Mod.	-1				
ES	9 / 23%	DEX	Init Mod.	+3	Attack Mod.	-1	Defense Mod.	-1		
ABILITIES	18 / 02 %	CON								
AB	7 / 50%	LKS								
	8 / 84%	СНА	TURNING	Mod.						
	7		HON Window	, Low		HON F Windo	PENALTY W	≤5		
	Honor		Honor E	Bonuses of	PENALTIES:					

Experience	For Next Level: 2ND = 400 3rD = 1200 4TH = 2200 5TH = 3400	Quick ReferencesObservation Check:10Listening Check:10Feat of Strength:d20p+5Turn/Cmd Undead:
+1 2' REACH	the for battle axe	SPEED INIT 8 100 +6 0 5 2 1/2' 2d6p+2 9 reach SAVE SAVE

Arm	or Worn
Body: leather armor	(damage reduction = $\underline{2}$
Shield: small (+	4_ defense, absorbs 4_ hp)

Accumulated					
Building Points					

COMBAT PROFILE WITH WEAPON #1: battle axe									
LEVEL	ABILITIES	Specialit	ATON TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		Total
	-2	+2	+1					Attack Bonus	+1
		-2						Speed	-2
	+6							Initiative	+6
	-2 +1				-2 +4			Defense	+1
	+2	+2						Damage	+4
Base V	Veapon S	peed: _1	2	Base	Weapon	Damage	e: 4d3p	Reach:	3′
	lization					3		+5	
Attack		• (x B	P)	(2x BP)	O (3x BP)		O (4x BP)	O (5x BP)	
Speed		• (x BP)		(2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Defense		• (x B	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Damage 🛛 🔵		• (x B	P)	(2x BP)	O (3x BP)		O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 38

	Points	Days to Heal		Роім	TS	Days to Heal	
Wound #1			Woun	d #6			
Wound #2			Woun	d #7			
Wound #3			Woun	d #8			
Wound #4			Woun	d #9			
Wound #5			Woun	d #10			

PREVIOUS HIT POINT ROLL	: 10	SPELLS AVAILABLE				
			LEVEL			
			Appr.			
		-	Jrnym.			
	CT Day		1			
	10		2			
	\geq		3			
	-10		4			
Luck Points	Threshold of Pain		5			

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	0	000	O C	000	0 000	000
00000							
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.) PROFICIENCIES TRADE COINS CP SP GP Location light, medium & heavy armor, shield, battle axe, warhammer, light crossbow 5 12 PROFICIENCIES light, medium & heavy armor, shield, battle axe, warhammer, light crossbow GEMS: QUIRKS & FLAWS RoLE-PLAYING NOTES:	
GEMS: QUIRKS & FLAWS ROLE-PLAYING NOTES:	
GEMS: QUIRKS & FLAWS ROLE-PLAYING NOTES:	
Miserly	
JEWELRY:	
TALENTS & RACIAL ABILTIES BENEFITS:	
OTHER VALUABLES: Attack Bonus (battle axe)	
Low Light Vision	
+6 saving throw bonus vs. magic & poison	
LANGUAGES MASTERY LEVEL LITERACY LEVEL	
Dwarven 69	
Kalamaran 19	
Mundane Item Location Mundane Item L	ocation
leather armor	
small shield	
battle axe	
Magic Items or Spell Component(s) Effects/Notes warhammer	
<u>whetstone</u>	
<u>50' hemp rope</u>	
leather boots	
woolen trousers & tunic	
<u>linen undershirt</u>	
woolen cloak	
leather belt	
2 small belt pouches	
knapsack	
trail rations (3 days)	
S Universal Skills Mastery [†] Intimidation (Str, Cha) 15 % Other Skills M	lastery
SUniversal SkillsMastery [†] Intimidation (Str, Cha)15 %Other SkillsNKActing (Lks, Cha)7 %Listening (Wis)10 %appraisal (arms & armor)	<u>13</u> %
Animal Mimicry (Wis) 9 Observation (Wis) 10 mining	29 %
S Universal Skills MasteryT Intimidation (Str, Cha) 15 % Other Skills M K Acting (Lks, Cha) 7 % Listening (Wis) 10 % appraisal (arms & armor) appraisal (arms & armor) mining I Animal Mimicry (Wis) 9 % Observation (Wis) 10 % mining appraisal (arms & armor) mining minin	%
Cartography* (Int) 0 % Reading Lips (Int) 8 % Climbing/Rappelling (Str, Dex) 9 % Recruiting (Cha) 8 %	% %

Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha)

9

8

8 _%

8

12

8

8

8

_%

%

_%

_%

%

_%

_%

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. , ,		
Listening (Wis)	10	_%
Observation (Wis)	10	_%
Pick Pocket (Dex)	9	_%
Reading Lips (Int)	8	_%
Recruiting (Cha)	8	_%
Resist Persuasion (Wis)	9	_%
Rope Use (Dex)	19	_%
Salesmanship (Int, Wis, Cha)	8	_%
Scrutiny (Wis)	15	_%
Seduction, Art of (Cha, Lks)	7	_%
Sneaking (Dex)	9	_%
Survival (Wis, Con)	9	_%
Tracking (Wis)	9	_%

appraisal (arms & armor)	<u>13</u> %
mining	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character:			Class: _	leric	_ Level: <u>1</u> Alignment: Lawful Good		
Race: Human	Gender:	Age: 23	Height:	Weight:	Hair:	Eyes:	
Patron God(s): The	e True		(Anointed? Y 🔳 N	□) Handedness:	Righty		



	10 / 46 %	STR	Dмg. Mod.	Feat of Str	ł.	LIFT 194 (LBS)	lb	Carry (lbs)	44 lb	Drag (lbs)	485 lb
	14 / 07 %	INT	Attack Mod.	+1							
	18 / 19 _%	wis	Init Mod.	-1	Defense Mod.	+3					
S	9 / 05 %	DEX	Init Mod.	+3	Attack Mod.	-1	Def Moi		-1		
ABILITIES	8 / $41_{\%}$	CON									
AB	13 / 04 %	LKS									
	15 / 40%	СНА	Turning	Mod. +5	5						
	15		HON Window	, Averag	е	HON F Windo		Y ≤	5		
	Honor		Honor E	Bonuses or I	PENALTIES:	add +1 te	o any	single	die roll	per se	ession

Experience	For Next Level: 2ND = 400 3rD = 1200 4TH = 2200 5TH = 3400	Quick References Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	27 34 d20p d20p+6
+5 31/2' REACH	s 2 8p+2 5 2 8p+2 4 5 4 5 4 5 4 5 4 5 4 5 4 5 4 5 5 4 5 5 4 5 5 5 5 5 5 5 5 5 5 5 5 5		+3 4 A A A A A A A A A A A A A A A A A A
	A		

 Armor Worn

 Body:
 leather armor
 (damage reduction = 2__)

 Shield:
 small
 (+ 4__) defense, absorbs 4__hp)

Accumulated Building Points

Сом	bat P r	OFILE V	итн W	EAPON	#1: <u>lo</u>	ngswo	ord		
LEVEL	ABILITIES	Specialit	ATON TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		Total
		+1						Attack Bonus	+1
		-1						Speed	-1
+1	+2							Initiative	+3
	+2	+1			-2	+4		Defense	+5
		+2						Damage	+2
Base W	/eapon S	peed: _1	0	Base	Weapon	Damage	: 2d8p	Reach:	31/2'
Special	ization	+1		+2	+3	;	+4	+5	
Attack		• (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Speed		• (x Bl	P) () (2x BP)	О(3	x BP)	O (4x BP)	O (5x BP)	
Defens	se	• (x Bl	P) () (2x BP)	О(3	x BP)	O (4x BP)	O (5x BP)	
Damag	ge	• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 23

	Points	Days to Heal		Ροιντς	Days to Heal	
Wound #1			Wound #6			
Wound #2			Wound #7			
Wound #3			Wound #8			
Wound #4			Wound #9			
Wound #5			Wound #10)		

PREVIOUS HIT POINT ROLI	: 5		SPELLS AVAILABLE
		Appr. Jrnym.	
		1	
		2	
		3	
	- Boh	4	
Luck Points	Threshold of Pain	5	

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1	Cure Triflin	g Woun	d, Knov	v Nort	h		
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	0 00	000	O C	000	0 000	000
00000	0000	0 00	000	O C	OC		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED) (in packs	, bags, etc.)					PROF	ICIENCIES			
Trade Coins	СР	SP	GP	LOCATION			light	t, medium	& heavy	armor, shield, longs	word
	3						dag	ger			
GEMS:					QUIRKS &	FLAWS			ROLE-PLAY	YING NOTES:	
					Fear of H	leights					
					Prematu	irely Gray					
JEWELRY:											
					TALENTS &	RACIAL A	BILTIES		BENEFITS:		
OTHER VALUABLES	:				Turn Un	dead					
					Fast Hea	ler					
					Charm R	lesistant					
					Illusion I	Resistant					
						ce to dete					
LANGUAGES	M	ASTERY LE		ITERACY LEVEL	+4 savin	g throw b	onus	/s. spells t	hat mislea	ad	
Kalamaran	IV	ASTERT LE		37							
						Mundan	e ltem	100	cation	Mundane Item	Location
						leather a				wineskin (2 quart	
						small shi	ield			trail rations (3 day	
				· · · · · · · · · · · · · · · · · · ·		longswo	ord			divine icon	<u></u>
Magic Items or S	Spell Co	mponent	(s)	Effects/No	otes	dagger					·····
						50' hem	p rope	· · · · · · · · · · · ·			
						6 torche					·····
						flint & st					
						leather b	oots				
								rs & tunic			
						linen un					
						woolen					
						leather b					
						2 small b		nuches			
						knapsac					
						- Kilupsue					·····
				+ Intimi	dation (Str, Cha	\ \	21	_%	Other S	kille	Mastery
S Universal S Acting (Lks, C			Master 32	,	ing (Wis))		% !%		n (Courts of Justice)	35 %
Animal Mim					vation (Wis)		27		Divine		<u></u> % 29 %

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S

Acting (Lks, Cha)	32	_%
Animal Mimicry (Wis)	18	_%
Boating (Wis)	22	_%
Cartography* (Int)	14	_%
Climbing/Rappelling (Str, Dex)	9	_%
Current Affairs (Wis)	18	_%
Disguise (Int, Cha)	14	_%
Distraction (Cha)	35	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	25	_%
Glean Info. (Int, Wis, Cha)	14	_%
Hiding (Int, Dex)	9	_%
Interrogation (Wis, Cha)	15	_%

Intimidation (Str, Cha)	21	_%
Listening (Wis)	34	_%
Observation (Wis)	27	_%
Pick Pocket (Dex)	9	_%
Reading Lips (Int)	14	_%
Recruiting (Cha)	15	_%
Resist Persuasion (Wis)	41	_%
Rope Use (Dex)	9	_%
Salesmanship (Int, Wis, Cha)	14	_%
Scrutiny (Wis)	18	_%
Seduction, Art of (Cha, Lks)	13	_%
Sneaking (Dex)	9	_%
Survival (Wis, Con)	8	_%
Tracking (Wis)	18	_%

History, Ancient 31 % Riding (horses) 25 _% _%

%

%

%

%

%

%

%

%

Character:			Class:	Cleric	_ Level: <u>1</u>	Alignment: Neutral Good
Race: Human	Gender:	Age: 22	Height:	Weight:	Hair:	Eyes:

Patron God(s): <u>Church of Everlasting Hope</u> (Anointed? Y ■ N □) Handedness: <u>Righty</u>



EXPERIENCE	FOR NEXT LEVEL:	Quick References	
	2ND = 400	Observation Check:	20
	3rd = 1200	Listening Check:	16
	4тн = 2200	Feat of Strength:	d20p+1
	5тн = 3400	Turn/Cmd Undead:	d20p+5
SPEED 13 +1 8' REACH combat profi		REACH	
	Armor Worn		comulated

Armor Worn Body: **leather armor** (damage reduction = 2) Shield: small (+ <u>4</u> defense, absorbs <u>4</u> hp)

Accumulated **Building Points**

Сом	bat P r	OFILE WI	TH WEAPON	#1: <u>sta</u>	ff				HIT POINTS: 28
		514	s ⁴	MUS					
جک	ABILITÉ	SPECIALIZATI	ENTS (A)	ARNOR	SHIFTD	a C			Poin
LEVEL	V BIT	SAL.	The Phe	PRI	SHIL	MAGIC		TOTAL	Wound #1
	-2						Attack Bonus	-2	Wound #2
		+1					Speed		Wound #3
+1	+5						Initiative	+6	Wound #4
	-1			-2	+4		Defense	+1	Wound #5
	+1						Damage	+1	
Base V	Veapon S	peed: <u>13</u>	Base	Weapon D	Damag	e:2d4p	Reach:	8′	PREVIOUS HIT POINT
Specia	lization	+1	+2	+3		+4	+5		
Attack	ĸ	O (x BP)	O (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)		
Speed	ł	O (x BP)	O (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)		
Defen	se	O (x BP)	O (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)		
Dama	ge	O (x BP)	O (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)		
Notes:									
Notes:	•								
		OFILE WI	TH WEAPON	#2:					 Luck Points
	ibat Pr	,					· · · · · · · · · · · · · · · · · · ·		
Сом	ibat Pr	,		MUS) ₍ ,			SPELLS MEMORIZED
Сом		,		MUS	SHELC	where		Total	Spells Memorized [*] Level
Сом	ibat Pr	,		MUS	SHELL	what	Attack Bonus	Total	SPELLS MEMORIZED
Сом	ibat Pr	,		MUS	SHELD	wheel	Attack Bonus Speed	Total	Spells Memorized [*] Level
Сом	ibat Pr	,		MUS	SHEL	, mage		TOTAL	SPELLS MEMORIZED [®] Level Apprentice
Сом	ibat Pr	,		MUS	SHEL	harde -	Speed	Total	SPELLS MEMORIZED ³ Level Apprentice Journeyman 1
Сом	ibat Pr	,		MUS	SHELL	, MAGE	Speed Initiative	Total	SPELLS MEMORIZED ³ Level Apprentice Journeyman 1 2
Com	BAT PR	SPECIALITATION OF THE PARTY OF	n Th ^{ants} R ^{icht}	ARNOR			Speed Initiative Defense Damage		SPELLS MEMORIZED ³ Level Apprentice Journeyman 1
Com	BAT PR	SPECIALITATION OF THE		ARNOR			Speed Initiative Defense Damage		SPELLS MEMORIZED ³ Level Apprentice Journeyman 1 2
Com	BAT PR	SPECIALITY	ph Thistifs Recent Recent Base +2	Prevort Prevort	Damag	e:+4	Speed Initiative Defense Damage Reach:		SPELLS MEMORIZED ³ Level Apprentice Journeyman 1 2 3
Com	BAT PR	secularity	5 ^N T ^{N 12^{N¹⁵} R^{N (N⁻)} R^{N 10} R^{N 1}}	Weapon E +3 () (3x	Damag BP)	e: +4 O (4x BP)	Speed Initiative Defense Damage Reach: +5		SPELLS MEMORIZED ³ Level Apprentice Journeyman 1 2 3 4 5
Com	BAT PR	securit	5 ^N 1 ^{N LEN¹⁵ P_NK^{IN} P_NLEN¹⁵ P_NK^{IN} Base +2 ○ (2x BP) ○ (2x BP)}	Pantos Pantos Weapon D +3 O (3x O (3x	Damag BP) BP)	e: +4 O (4x BP)	Speed Initiative Defense Damage Reach: +5 O (5x BP) O (5x BP)		SPELLS MEMORIZED [®] LEVEL APPRENTICE JOURNEYMAN 1 2 3 4 5 TOTAL SPELL POINTS
Com	BAT PR	securit securit peed: +1 O (x BP) O (x BP)	5 ^N T ^{N LEN^{T5} P_NC^N¹ P_NC^N¹ Base +2 ○ (2x BP) ○ (2x BP) ○ (2x BP)}	Drut ⁵ PathOR Weapon II +3 O (3x O (3x O (3x	Damag BP) BP) BP)	e: +4 O (4x BP) O (4x BP)	Speed Initiative Defense Damage Reach:+5 O (5x BP) O (5x BP) O (5x BP)		SPELLS MEMORIZED [®] LEVEL APPRENTICE JOURNEYMAN 1 2 3 4 5 TOTAL SPELL POINTS SPELL POINT TRACKER
Com	BAT PR	securit securit peed: +1 ○ (x BP) ○ (x BP) ○ (x BP)	5 ^N T ^{N LEN^{T5} P_NC^N¹ P_NC^N¹ P_NC^N Base +2 ○ (2x BP) ○ (2x BP) ○ (2x BP)}	Drut ⁵ PathOR Weapon II +3 O (3x O (3x O (3x	Damag BP) BP) BP)	e: +4 O (4x BP) O (4x BP) O (4x BP) O (4x BP)	Speed Initiative Defense Damage Reach:+5 O (5x BP) O (5x BP) O (5x BP)		SPELLS MEMORIZED [®] LEVEL APPRENTICE JOURNEYMAN 1 2 3 4 5 TOTAL SPELL POINTS

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

PREVIOUS HIT	POINT RO	DLL: 5		SPELLS AVAILABLE
Wound #5			Woun	d #10
Wound #4			Woun	d #9
Wound #3			Woun	d #8
Wound #2			Woun	d #7
Wound #1			Woun	d #6
	Points	Days to Heal		POINTS DAYS TO HEAL

		Annr	
		Appr. Jrnym.	
		1	
		2	
	\geq	3	
	-10	4	
Luck Points	Threshold of Pain	5	

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1	Alleviate	Trauma, (Cure Tri	vial W	ound/		
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	OOOO	\mathbf{OOO}	O	000	0 000	000
00000	0000	0	000	O C	00		

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



Character Record

TREASURE STOWED) (in packs,	bags, etc.)					PROFICIEN	CIES		
Trade Coins	СР	SP	GP	LOCATION			light, me	dium & heavy	armor, shield, staff	<u></u>
	5	17								
GEMS:					QUIRKS &	FLAWS		Role-Pla	YING NOTES:	
					Needy					
					Myopia			<u> </u>		
JEWELRY:										
						& RACIAL A	BILTIES	BENEFITS	:	
OTHER VALUABLES	:				Turn Un					
					Immune	to Fear		+1 bonu	is to allies' fear saves	
Languages	М	astery Le	VEL L	ITERACY LEVEL						
Kalamaran		67		32						
			<u> </u>						1	
			<u> </u>			Mundan		Location	Mundane Item	Location
						leather a			wineskin (2 quart	
						small sh	ield		trail rations (3 day	s)
Magialtonacor			(a)	Effo ata /Ni	atac	staff			divine icon	
Magic Items or S	pen Cor	nponent	(\$)	Effects/No	bles	6 torche			-	
						flint & st				
						leather b				
							trousers &	tunic		
						linen un			-	
						woolen				·····
						leather b			-	·····
							oelt pouch	es	-	·····
						knapsac				
						woolen			-	
						mess kit			-	
									-	
				L 1.2.1			12 0			
S Universal S K Acting (Lks, C			Mastery 7	,	dation (Str, Cha ing (Wis)	1)	<u> 12 %</u> <u> 16 %</u>		5kills n (Church of Everlasting Hope	Mastery
Acting (Lks, C Animal Mim					vation (Wis)		%			<u></u>

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Acting (Lks, Cha)	7	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	7	_%
Current Affairs (Wis)	13	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	8	_%
Interrogation (Wis, Cha)	13	_%

Intimudation (Str, Cha)	12	_%
Listening (Wis)	16	_%
Observation (Wis)	20	_%
Pick Pocket (Dex)	7	_%
Reading Lips (Int)	8	_%
Recruiting (Cha)	27	_%
Resist Persuasion (Wis)	13	_%
Rope Use (Dex)	7	_%
Salesmanship (Int, Wis, Cha)	20	_%
Scrutiny (Wis)	13	_%
Seduction, Art of (Cha, Lks)	7	_%
Sneaking (Dex)	7	_%
Survival (Wis, Con)	13	_%
Tracking (Wis)	13	_%

First Aid <u>45 %</u> Cooking/Baking 42 % 29 Divine Lore Swimming 14 Carpentry/Woodworking 18 %

%

_%

%

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%

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%

%

%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character:			(Class: C	leric	Level:	Alignment: Chaotic Good
Race: Human	Gender:	Age: 23	Height: _		Weight:	Hair:	Eyes:

Patron God(s): The Face of the Free (Anointed? Y■N□) Handedness: Righty



Experience	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick ReferencesObservation Check:13Listening Check:13Feat of Strength:d20p+7Turn/Cmd Undead:no
3' REACH	INIT +6 -1 5 2 d8p+3 4 TOP SAVE	SPEED INIT 7 12 -2 +6 +1 5 2 d6p+2 4 REACH SAVE COMBAT Profile for knife
	Armor Worn	Accumulated

 Armor Worn

 Body:
 leather armor
 (damage reduction = 2_)

 Shield:
 small
 (+ 4_) defense, absorbs
 4_) hp)

Accumulated Building Points

			EAPON	COMBAT PROFILE WITH WEAPON #1: scimitar								
ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		Total				
-2	+1						Attack Bonus	-1				
	+1						Speed	+1				
+5							Initiative	+6				
-1				-2	+4		Defense	+1				
+2		+1					Damage	+3				
eapon Sj	peed: _9		Base	Weapon	Damage	e: 2d8p	Reach:	3′				
zation	+1		+2	+3		+4	+5					
	• (x BF	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
	• (x BF) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
e	O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
e	O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
	-2 +5 -1 +2 eapon Sp cation	$\begin{array}{c} -2 \\ +1 \\ +1 \\ +5 \\ -1 \\ +2 \\ \end{array}$ eapon Speed: $\begin{array}{c} 9 \\ -9 \\ (x B f $	$\begin{array}{c c} +1 \\ +1 \\ +5 \\ -1 \\ +2 \\ +2 \\ +1 \\ \end{array}$ $\begin{array}{c c} +1 \\ \bullet (x BP) \\ \bullet (x B$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	-2 $+1$ $+1$ -2 $+5$ -2 -1 -2 $+2$ $+1$ $+2$ $+1$ $+2$ $+1$ $+2$ $+1$ $+2$ $+3$ -2 $+4$ $+2$ $+1$ $+2$ $+3$ -2 $+3$ -2 $+4$ $+2$ $+3$ -2 $+3$ -2 $+4$ $+2$ $+1$ -2 $+3$ -2 $+4$ $+2$ $+3$ -2 $+3$ -2 $+3$ -2 $+3$ -2 $+3$ -2 $+3$ -2 -2 -2 $+3$ -2 -2 -3 -2 -2 -3 -2 -3 -2 -3 -2 -3 -2 <td>+1 -1 -2 +4 +5 -1 -2 +4 +2 +1 -2 -4 +2 +1 -2 -2 eapon Speed: 9 Base Weapon Damage: 2d8p eapon +1 +2 +3 +4 \bullet (x BP) O (2x BP) O (3x BP) O (4x BP) \bullet (x BP) O (2x BP) O (3x BP) O (4x BP) e O (x BP) O (2x BP) O (3x BP) O (4x BP) e O (x BP) O (2x BP) O (3x BP) O (4x BP)</td> <td>+1 Speed +5 Initiative -1 -2 +4 beforese Damage +2 +1 Damage eapon Speed: 9 Base Weapon Damage: 2d8p Reach: eapon Speed: 9 Base Weapon Damage: 2d8p Reach: eapon Speed: 9 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) e 0 (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) e 0 (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP)</td>	+1 -1 -2 +4 +5 -1 -2 +4 +2 +1 -2 -4 +2 +1 -2 -2 eapon Speed: 9 Base Weapon Damage: 2d8p eapon +1 +2 +3 +4 \bullet (x BP) O (2x BP) O (3x BP) O (4x BP) \bullet (x BP) O (2x BP) O (3x BP) O (4x BP) e O (x BP) O (2x BP) O (3x BP) O (4x BP) e O (x BP) O (2x BP) O (3x BP) O (4x BP)	+1 Speed +5 Initiative -1 -2 +4 beforese Damage +2 +1 Damage eapon Speed: 9 Base Weapon Damage: 2d8p Reach: eapon Speed: 9 Base Weapon Damage: 2d8p Reach: eapon Speed: 9 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) e 0 (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP) e 0 (x BP) 0 (2x BP) 0 (3x BP) 0 (4x BP) 0 (5x BP)				



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 22

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

PREVIOUS HIT POINT ROLL	: 2		SPELLS AVAILABLE			
		LEVEL				
		Appr.				
		Jrnym.				
		1				
		2				
	2055	3				
	-10	4				
Luck Points	Threshold of Pain	5				

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1	Alleviate T	rauma, (Cure Tri	fling V	Vound		
2							
3							
4							· · · · · · · · · · · · · · · · · · ·
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOO	0000	\mathbf{O}	000	O C	000	0 000	000
00000	0000	\mathbf{O}	000	O C	OC		

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



Character Record

						1				
TREASURE STOWER		1	1	1			PROFICIENCIE			
TRADE COINS CP SP GP LOCATION									armor, shield, scimit	ar,
	10						knife (mele	e only)		
GEMS:					QUIRKS	& F LAWS		Role-Play	ring Notes:	
					Glutte	on				
					Allerg	ies: Pollen				
JEWELRY:										
					TALENT	rs & Racial A	BILTIES	BENEFITS:		
OTHER VALUABLES	••					om of Actior			e of any bond & immune to	spells that
OTHER VALUABLES							·		bit movement	spens that
					Hit Po	int Bonus				
						ge Bonus (Se	cimitar)			
					I					
LANGUAGES	М	ASTERY L	EVEL L	ITERACY LEVEL						
Kalamaran		72		24						
						Mundan	e ltem	Location	Mundane Item	Location
						leather a	armor		wineskin (2 quart	cap.)
			<u> </u>			small sh	ield		trail rations (3 day	s)
						scimitar			divine icon	
Magic Items or S	Spell Cor	nponent	(s)	Effects/N	otes	knife				
						50′ hem	o rope			
						_ knife				
						_ leather k				
							trousers & tu	nic		
						_ <u>linen un</u>				
						_ woolen				
						_ leather b				·····
							pelt pouches			
						_ knapsac	k			
						-				
						-				
S Universal S	skills		Master	,† Intimi	dation (Str,	Cha)	12 %	Other S	kills	Mastery
S Universal S Acting (Lks, C				y	ing (Wis)		13 %		n (Face of the Free)	19%
I Animal Mim					vation (Wis)	13 %	Animal	Training (dogs)	18 %
Boating (Wis	-				ocket (Dex)		8%	First Aid	k	25 %

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Acting (Lks, Cha)	11	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	13	_%
Cartography* (Int)	19	_%
Climbing/Rappelling (Str, Dex)	8	_%
Current Affairs (Wis)	21	_%
Disguise (Int, Cha)	9	_%
Distraction (Cha)	12	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	13	_%
Glean Info. (Int, Wis, Cha)	9	_%
Hiding (Int, Dex)	9	_%
Interrogation (Wis, Cha)	27	_%

Int	imidation (Str, Cha)	12	_%
Lis	tening (Wis)	13	_%
Ok	oservation (Wis)	13	_%
Pic	k Pocket (Dex)	8	_%
Re	ading Lips (Int)	19	_%
Re	cruiting (Cha)	12	_%
Re	sist Persuasion (Wis)	19	_%
Ro	pe Use (Dex)	8	_%
Sa	lesmanship (Int, Wis, Cha)	9	_%
Sc	rutiny (Wis)	13	_%
Se	duction, Art of (Cha, Lks)	11	_%
Sn	eaking (Dex)	8	_%
Su	rvival (Wis, Con)	15	_%
Tra	acking (Wis)	24	_%

Other Skills	Maste	ry
Religion (Face of the Free)	19	_%
Animal Training (dogs)	18	_%
First Aid	25	_%
	<u></u>	_%
	<u></u>	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

_%

_%

_%

* Cartography is Universal for those with the Literacy skill

Character:			Cla	ss: Mage	Level: _ 1	Alignment:
Race: Human	Gender:	Age: 31	Height:	Weight:	Hair:	Eyes:
Patron God(s):			(Anointed?	Y 🗆 N 🗅) Handedne	ss: Righty	



5 / 78 _%	STR	Dмg. Mod.	-3		-7	Lift (lbs)	120	lb	Carry (lbs)	31 lb	Drag (lbs)	300 lb
13 / 31 %	INT	Attack Mod.	+1									
9 / 28 _%	wis	Init Mod.	+3		Defense Mod.	-1						
11 / 19 %	DEX	Init Mod.	+2		Attack Mod.	0				0		
11 / 39 %	CON											
11 / 13 %	LKS											
13 / 59%	СНА	TURNING	Mod).								
12		HON Window	, A	verag	e				^Y ≤	5		
Honor		Honor E	Bonu	ses or I	PENALTIES:	add	+1 to	any	single	e die ro	ll per se	ession
	13 / 31 % 9 / 28 % 11 / 19 % 11 / 39 % 11 / 13 % 13 / 59 % 12	13/31% INT 9/28% WIS 11/19% DEX 11/39% CON 11/13% LKS 13/59% CHA 12	5 / 78% STR MOD. 13 / 31% INT АТТАСК 9 / 28% WIS ІМІТ 9 / 28% WIS ІМІТ 11 / 19% DEX Іміт 11 / 39% CON I 11 / 39% CON I 13 / 59% CHA TURNING 12 HON HON	5 / 78% STR MOD. -3 13 / 31% INT ATTACK +1 9 / 28% WIS INIT MOD. +3 11 / 19% DEX INIT MOD. +2 11 / 39% CON INIT MOD. +2 11 / 39% CON INIT MOD. +2 11 / 39% CON INIT MOD. HOND. 11 / 13% LKS INIT INIT MOD. HON 12 HON A HON A	5 / 78% STR MOD. -3 OF STR 13 / 31% INT ATTACK MOD. +1 9 / 28% WIS INIT MOD. +3 11 / 19% DEX INIT MOD. +2 11 / 39% CON	5 / 78% STR MOD. -3 of STR. -7 13 / 31% INT Attack MOD. +1 9 / 28% WIS INIT +3 Defense MOD. 11 / 19% DEX INIT +2 Attack MOD. 11 / 39% CON INIT +2 Attack MOD. 11 / 39% CON INIT HON Attack MOD. 13 / 59% CHA TURNING MOD. HON Average HONOR BONUSES OR PENALTIES: HONOR BONUSES OR PENALTIES: HONOR BONUSES OR PENALTIES:	5 / 78% STR Mod. -3 of STR. -7 (LBS) 13 / 31% INT ATTACK MOD. +1 9 / 28% WIS INIT MOD. +3 DEFENSE -1 11 / 19% DEX INIT MOD. +2 ATTACK MOD. 0 11 / 39% CON INIT MOD. +2 ATTACK MOD. 0 11 / 39% CON INIT MOD. HONOR MOD. HONOR MOD. 12 HONOR BONUSES OR PENALTIES: add HONOR BONUSES OR PENALTIES: add	5 / 78% STR Mod. -3 of STR. -7 (LBS) 120 13 / 31% INT ATTACK +1 9 / 28% WIS INIT +3 DEFENSE -1 11 / 19% DEX INIT +2 ATTACK 0 11 / 19% DEX INIT +2 ATTACK 0 11 / 39% CON INIT +2 ATTACK 0 11 / 39% CON INIT HON HON HON 12 HON Average HON Pi Window HON Program Average HON Pi HON Pi HONOR BONUSES OR PENALTIES: add +1 to Average HON Pi	5 / 78% STR Mod. -3 of STR. -7 (LBS) 120 ID 13 / 31% INT ATTACK Mod. +1 9 / 28% WIS INIT Mod. +3 DEFENSE Mod. -1 11 / 19% DEX INIT Mod. +2 ATTACK Mod. 0 DEFENSE Mod. 11 / 39% CON INIT Mod. +2 ATTACK Mod. 0 DEFENSE Mod. 11 / 13% LKS INIT HONO Average HON PENALT WINDOW HON PENALTES: 12 HONOR BONUSES OR PENALTIES: add +1 to any	$5 / 78_{\%}$ STR Mod. -3 of STR. -7 (LBS) 120 ID (LBS) $13 / 31_{\%}$ INT ATTACK +1 $9 / 28_{\%}$ WIS INIT +3 Defense -1 $11 / 19_{\%}$ DEX INIT +2 ATTACK 0 DEFENSE $11 / 39_{\%}$ CON INIT +2 ATTACK 0 DEFENSE $11 / 39_{\%}$ CON INIT +2 ATTACK 0 DEFENSE $11 / 39_{\%}$ CON INIT +2 ATTACK 0 DEFENSE $11 / 39_{\%}$ CON INIT +2 ATTACK 0 DEFENSE $11 / 39_{\%}$ CON INIT +2 ATTACK 0 DEFENSE $11 / 13_{\%}$ LKS INIT INIT <th>$5/78_{\%}$ STR Mod3 OF STR7 (LBS) 120 ID (LBS) ST ID (LBS) $13/31_{\%}$ INT ATTACK MOD. +1 </th> <th>$5/78_{\%}$ STR Mod3 of STR7 (LBS) 120 ID (LBS) STID (LBS) $13/31_{\%}$ INT ATTACK MOD. +1 </th>	$5/78_{\%}$ STR Mod3 OF STR7 (LBS) 120 ID (LBS) ST ID (LBS) $13/31_{\%}$ INT ATTACK MOD. +1	$5/78_{\%}$ STR Mod3 of STR7 (LBS) 120 ID (LBS) STID (LBS) $13/31_{\%}$ INT ATTACK MOD. +1

Experience	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick References Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	20 22 d20p-7
SPEED 7 True -2* 1' REACH dagger: roll d.	20-4 for DEF	SPEED DUCC REACH DUCS	

Arm	or Worn
Body: thick robes	(damage reduction = $\underline{1}$)
Shield: none (+	defense, absorbs hp)

Accumulated Building Points

	PROFILE V	VITH W	EAPON a	#1: <u>da</u>	gger				HIT POINTS: 25	
LEVEL ABIL	ITES SPECAL	ATION TALENTS	RACIALBC	ARMOR	SHIFT	MAGIC		Total	POINT Wound #1	DA
+1							Attack Bonus	+1	Wound #2	
							Speed	-0	Wound #3	
+2 +5							Initiative	+7	Wound #4	
-1				-1			Defense	-2	Wound #5	
-3							Damage	-3		
Base Weapoi	n Speed:7		Base \	Veapon [Damag	e: 2d4p	Reach:	1′	PREVIOUS HIT POINT	ROLL:
Specialization			+2	+3		+4	+5			
Attack	O (x B	P) () (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)			
Speed	O (x B	P) () (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)			
Defense	O (x B	P) 🤇) (2x BP)	О(3x	BP)	O (4x BP)	O (5x BP)			
Notes: Combat I		viтн W	EAPON	#2:					Luck Points	
LEVEL ABI	ITES SPECIAL	ATION	CIAL BC	NUS ONOR	WELL	, cil			SPELLS MEMORIZED*	Speli
Vr Pr	SX.	٨r	<i>&i</i> .	<i>b</i> .	S.	W	Attack Bonus	TOTAL		Fire
							Speed			Can
							Initiative		JOURNEYMAN	
							Defense		1	Doz
							Damage		2	
									11	
Base Weapon	n Speed		Basel	Neanon	Jamaa	۵.	Reach		3	
				Veapon [+3	-	e: +4	Reach: +5		3	
Base Weapon Specialization Attack			Base \ +2 • (2x BP)	+3	-	+4			3 4 5	

O (4x BP)

O (4x BP)

O (5x BP)

O (5x BP)

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

PREVIOUS HIT POINT ROLL	: 4	1		SPELLS AVAILABLE
			Leve L Appr. Jrnym.	Amp. Illumination, Fire Finger Candlelight
			1 Jiniyin.	Doze
			2	
			3	
	- Bach		4	
Luck Points	Threshold of Pain		5	

SPELLS MEMORIZED							
LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	Fire Finger	•					
JOURNEYMAN	Candleligh	nt					
1	Doze						
2							
3							
4							
5							
TOTAL SPELL POINTS	140						
SPELL POINT TRACKER							
TENS OOOO	0000	$\mathbf{O} \mathbf{O}$	000	ОС	000	0.000	000
00000	0000	$\mathbf{O} \mathbf{O}$	000	ОС	00		

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

 ${\rm O}$ (3x BP)

O (3x BP)

 ${\rm O}$ (2x BP)

O (2x BP)

O (x BP)

O (x BP)

Defense

Damage

Notes:

TREASURE STOWED	(in packs,	bags, etc.)				PROFICIEN	CIES		
Trade Coins	СР	SP	GP	LOCATION			dagger,		l transcr	iption
	3	14								
Gems:					QUIRKS			F	Role-Play	ying Notes:
						Minded				
_					Flatule	nce				
JEWELRY:										
					TALENTS	& RACIAL A	BILTIES	E	BENEFITS:	
OTHER VALUABLES:	:									
					」					
LANGUAGES	M	ASTERY LI	EVEL	ITERACY LEVEL]					
Kalamaran		82		51						
						Mundan		Loca	ation	Mundane Item Location
						thick rot	pes		<u></u>	2 small belt pouches
						dagger				knapsack
]	10 cand				wineskin (2 quart cap.)
Magic Items or S	pell Con	nponent	:(s)	Effects/N	lotes	<u>6 torche</u>				trail rations (3 days)
						flint & st				
						<u>10 page</u>	s vellum			
						4 quills				
						<u>6 oz. bla</u>	ck ink			
							gnal mirror	•		
						leather b				
							trousers &	tunic		
						linen un				
						woolen				
						leather b	oelt			
										1
S Universal SI Acting (Lks, Cl	kills		Master	,	idation (Str, Ch	ia)	%		Other S	•
K Acting (Lks, Cl	ha)		11	_% Lister	ning (Wis)		22%	ά	arcane	lore <u>39</u> %

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Universal Skills	waster	у.
Acting (Lks, Cha)	11	_%
Animal Mimicry (Wis)	21	_%
Boating (Wis)	11	_%
Cartography* (Int)	13	_%
Climbing/Rappelling (Str, Dex)	5	_%
Current Affairs (Wis)	9	_%
Disguise (Int, Cha)	13	_%
Distraction (Cha)	13	_%
Escape Artist (Int, Dex)	11	_%
Fire-Building (Wis)	17	_%
Glean Info. (Int, Wis, Cha)	19	_%
Hiding (Int, Dex)	11	_%
Interrogation (Wis, Cha)	9	_%

Intimidation (Str, Cha)	5%
Listening (Wis)	<u> 22 %</u>
Observation (Wis)	<u> 20 </u> %
Pick Pocket (Dex)	<u> 11 </u> %
Reading Lips (Int)	<u> 20 </u> %
Recruiting (Cha)	<u>13</u> %
Resist Persuasion (Wis)	<u> 14 </u> %
Rope Use (Dex)	<u> 11 </u> %
Salesmanship (Int, Wis, Cha)	<u> 19 </u> %
Scrutiny (Wis)	<u> 19 </u> %
Seduction, Art of (Cha, Lks)	<u> 11 %</u>
Sneaking (Dex)	<u> 11 </u> %
Survival (Wis, Con)	%
Tracking (Wis)	%

Other Skills	Mastery
arcane lore	39%
cooking/baking	19%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Mage	_ Level: <u>1</u> Alignment:
Race: Elf Gender: Age: 219	Height: Weight:	Hair: Eyes:
Patron God(s):	(Anointed? Y IN I) Handedness:	Righty



	7 / 79%	STR	Dмg. Mod.	-2	Feat of Str	-4	Lift (lbs)	157	lb	Carry (lbs)	38 lb	Drag (lbs)	393 lb
	16 / 19%	INT	Attack Mod.	+2									
	15 / 39 _%	WIS	Init Mod.	0		Defense Mod.	+2						
ES	11 / 07 %	DEX	Init Mod.	+2		Attack Mod.	0		Def Mo	ENSE	0		
ABILITIES	5 / 59 _%	CON											
AB	12 / 10 %	LKS											
	9/25%	СНА	TURNING	Mod).								
	11		HON Window	A	verag	e		ON P /INDO\		^{TY} ≤	5		
	Honor		Honor E	Bonu	ses or F	ENALTIES:	add	+1 to	o any	y single	die roli	per se	ssion
	Honor		FIONOR	JONU:	SES UK F	ENALTES.	uuu	+110	, any	single		per se	551011

Experience	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick ReferencesObservation Check:20Listening Check:27Feat of Strength:d20p-4Turn/Cmd Undead:
2′ REACH	roll d20-4 for DEF	SPEED INIT 7 44 +4 +4 1 2d4p-2 2 2d4p-2 2 N SAVE Cagger: roll d20-4 for DEF

Arm	or Worn
Body: thick robes	(damage reduction = $\underline{1}$)
Shield: none (+	defense, absorbs hp)

Accumulated Building Points

Сом	bat P r	OFILE W	итн W	EAPON	#1: <u>sh</u>	ort sw	/ord		
LEVEL	ABILITE	Specialit	ATION TALENTS	RACIAL	ARNOR	SHIELD	MAGIC		Total
	+2							Attack Bonus	+2
								Speed	-0
+2	+2							Initiative	+4
	+2			+2	-1			Defense	+3
	-2							Damage	-2
Base W	/eapon S	peed: _8		Base	Weapon	Damage	2d6p	Reach:	2′
Special	ization	+1		+2		3	+4	+5	
Attack		O (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Speed		O (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Defens	se	O (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Damag	ge	O (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 13

	Points	Days to Heal		Points	Days to Heal	
Wound #1			Wound	#6		
Wound #2			Wound	#7		
Wound #3			Wound	#8		
Wound #4			Wound	#9		
Wound #5			Wound	#10		

PREVIOUS HIT POINT ROL	L: 3		SPELLS AVAILABLE
		Lev Appr.	Feat of Strength, Springing
		Jrnyn	Scorch
		2	
	2024	3	
	-Bh	4	
Luck Points	Threshold of Pain	5	

SPELLS MEMORIZED*

LEVEL	S PELL(S) Springing	Base BP	Range	Area	Speed	Duration	Damage
JOURNEYMAN	Sense Mag	ic Aura					
1	Scorch						
2							
3							
4							
5							
TOTAL SPELL POINTS	140						
SPELL POINT TRACKER							
TENS OOOOC	0000	0 00	000	ОС	000	0 000	000
00000	0000	\mathbf{o}	000	O C	00		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWE	D (in packs	, bags, etc.)	_				PROFI				
TRADE COINS	СР	SP	GP	LOCATION			short	sword, s	taff, dago	ger, short bow,	
	3	7					magi	cal trans	cription		
GEMS:					QUIRKS &	FLAWS			Role-Pla	YING NOTES:	
					Paranoic	1					
					Hard of	Hearing					
JEWELRY:											
					TALENTS 8	RACIAL A	BILTIES		BENEFITS:	:	
OTHER VALUABLE	s:				Less Slee	ep					
					Elves gai	n +50 Hid	ling bo	<u>nus in na</u>	tural terr	ain	
		ASTERY L		ITERACY LEVEL							······················
Languages Elven	IV	ASTERY LI 74	IVEL L	51							······
Kalamaran		42									
						Mundan	e Item		cation	Mundane Item	Location
						thick rob		LO	cution	2 small belt po	
		<u> </u>	<u> </u>			short sw				knapsack	
			<u> </u>			dagger				wineskin (2 qua	art can)
Magic Items or	Spell Cor	nponent	(s)	Effects/No	otes	miner's l	antern			trail rations (3 o	
0	•	•				1 pint la				spell book	
						flint & st					
						4 pages				-	
						4 quills	venam			-	
						2 oz. bla	ck ink			-	· · · · · · · · · · · · · · · · · · ·
						leather k				-	
						woolen		c & tunic		-	
						linen un				-	· · · · · · · · · · · · · · · · · · ·
						woolen				-	
										-	
						leather b	Jeit		·····	-	· · · · · · · · · · · · · · · · · · ·
										-	· · · · · · · · · · · · · · · · · · ·
S Universal S			Mastery		dation (Str, Cha))	<u>7</u> 27		Other S		Mastery
Acting (Lks, Animal Mir				_/ •	ing (Wis) vation (Wis)			% %		, ancient	<u> 43 %</u> 37 %

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Acting (Lks, Cha)	%
Animal Mimicry (Wis)	<u> 15 %</u>
Boating (Wis)	<u> 15 %</u>
Cartography* (Int)	%
Climbing/Rappelling (Str, Dex)	%
Current Affairs (Wis)	<u> 15 %</u>
Disguise (Int, Cha)	%
Distraction (Cha)	%
Escape Artist (Int, Dex)	<u> 11 %</u>
Fire-Building (Wis)	24%
Glean Info. (Int, Wis, Cha)	%
Hiding (Int, Dex)	<u> 19 %</u>
Interrogation (Wis, Cha)	%

Intimidation (Str, Cha)	/	_%
Listening (Wis)	27	_%
Observation (Wis)	20	_%
Pick Pocket (Dex)	11	_%
Reading Lips (Int)	16	_%
Recruiting (Cha)	9	_%
Resist Persuasion (Wis)	22	_%
Rope Use (Dex)	11	_%
Salesmanship (Int, Wis, Cha)	27	_%
Scrutiny (Wis)	20	_%
Seduction, Art of (Cha, Lks)	9	_%
Sneaking (Dex)	16	_%
Survival (Wis, Con)	5	_%
Tracking (Wis)	15	_%

Other Skills	Mastery
arcane lore	43%
history, ancient	37%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:			Cla	ss: Thief	Level: _1	Alignment:
Race: Human	Gender:	Age: 17	Height:	Weight:	Hair:	Eyes:
Patron God(s):			(Anointed?)	(IN I) Handedness:	Righty	



	12 / 25 %	STR	Dмg. Mod.	+1	Feat of Str	+1	LIFT 215 (LBS)	5 lb	Carry (LBS)	56 lb	Drag (lbs)	538 lb
	15 / 19%	INT	Attack Mod.	+2								
	9 / 11 %	WIS	Init Mod.	+3		Defense Mod.	-1					
ES	15 / 58 %	DEX	Init Mod.	-1		Attack Mod.	+2	Der Mc	ENSE	+3		
ABILITIES	6 / 12 _%	CON										
AB	11 / 76 %	LKS										
	12 / 09%	СНА	TURNING	Mod).							
	13		HON Window	A	verag	e	HON Windo		^{TY} ≤	5		
	Honor		Honor E	Bonu	ses or F	PENALTIES:	add +1 t	o anj	y single	die roll	per se	ession

Experience	For Next Level: 2ND = 400 3rD = 1200 4TH = 2200 5TH = 3400	Quick References Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	27 24 d20p+1
31/2' REACH	ABP+1 CP ABP+1 CP SAVE CP S	2d4p+2 1'	INIT +1 3 TOP SAVE
	Armor Worn	4	ccumulated

 Armor Worn

 Body:
 leather armor
 (damage reduction = 2__)

 Shield:
 ______(+ _____defense, absorbs _____hp)

Accumulated Building Points

Сом	bat P r	OFILE W	/ITH W	EAPON	#1: lo	ngsw	ord		
LEVEL	ABILITIES	SPECIAL	ATION TALENTS	RACIAL	ARNOR	SHIEL	NAGIC NAGIC		Total
	+4							Attack Bonus	+4
								Speed	-0
-1	+2							Initiative	+1
	+2		+1		-2			Defense	+1
	+1							Damage	+1
Base W	/eapon S	peed: _1	00	Base	Weapon	Damag	e:2d8p	Reach:	31/2'
Special	ization	+1		+2	+3	3	+4	+5	
Attack		O (x BF	P) () (2x BP)	О (З	x BP)	O (4x BP)	(5x BP)	
Speed		O (x BF) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Defens	se	O (x BF) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Damag	ge	O (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Ніт Роінтя: <u>19</u>

	Points	Days to Heal			Points	Days to Heal	
Wound #1			Wor	und #6			
Wound #2			Wor	und #7			
Wound #3			Wor	und #8			
Wound #4			Wor	und #9			
Wound #5			Wor	und #10			

PREVIOUS HIT POINT ROLI	: 3	٦		SPELLS AVAILABLE
			LEVEL	
			Appr.	
			Jrnym.	
	CTT Van		1	
21			2	
			3	
	-10		4	
Luck Points	Threshold of Pain		5	

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	0 00	000	O C	000	0 000	000
00000	0000	0 00	000	O C	OC		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED) (in packs,	bags, etc.)					PROFICIEN	NCIES			
Trade Coins	СР	SP	GP	LOCATION			light arr	nor, da	agger, lor	gsword, knife	
9	7	16									
Gems:				·	QUIRKS 8	EL ANYC				YING NOTES:	
GEMS:					Greedy	(FLAWS			ROLE-PLA	YING NOTES:	
					Colorbli	nd					
JEWELRY:											
					TALENTS	& RACIAL A	BILTIES		BENEFITS:		
OTHER VALUABLES	:				Parry Bo	nus (longs	sword & d	agger)			
	•									natural 18-19)	
					Backstal	o (damage	dice pen	etrate	on max 8	a max-1)	
LANGUAGES	м	ASTERY LE	VEL L	ITERACY LEVEL							
Kalamaran		70		25							
						Mundane	e ltem	Loc	ation	Mundane Item	Location
			<u> </u>			leather a	rmor			2 small belt pou	ches
						longswo	rd			knapsack	
						dagger				wineskin (2 quar	
Magic Items or S	Spell Con	nponent((s)	Effects/No	otes	knife				trail rations (3 da	ays)
						thieves' t				sheet of vellum	
						<u>50' hemp</u>				quill	
						<u>6 torche</u>				1 oz. ink	
						flint & st					
							anvas sac	ks			·····
						leather b					
							trousers 8	tunic			
						linen un					
						woolen					
						leather b	pelt				
							10				
S Universal S Acting (Lks, C			Mastery		dation (Str, Cha ng (Wis)	i)	<u>12</u>		Other S identify		Mastery 28%
Acting (Lks, C Animal Mim				_/ 0	vation (Wis)			%	disarm		<u>26%</u> 26%

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Acting (Lks, Cha)	19	_%
Animal Mimicry (Wis)	9	_%
Boating (Wis)	9	_%
Cartography* (Int)	17	_%
Climbing/Rappelling (Str, Dex)	18	_%
Current Affairs (Wis)	9	_%
Disguise (Int, Cha)	21	_%
Distraction (Cha)	12	_%
Escape Artist (Int, Dex)	23	_%
Fire-Building (Wis)	9	_%
Glean Info. (Int, Wis, Cha)	9	_%
Hiding (Int, Dex)	34	_%
Interrogation (Wis, Cha)	9	_%

Intimidation (Str, Cha)	12	_%
Listening (Wis)	24	_%
Observation (Wis)	27	_%
Pick Pocket (Dex)	22	_%
Reading Lips (Int)	15	_%
Recruiting (Cha)	12	_%
Resist Persuasion (Wis)	17	_%
Rope Use (Dex)	28	_%
Salesmanship (Int, Wis, Cha)	18	_%
Scrutiny (Wis)	16	_%
Seduction, Art of (Cha, Lks)	18	_%
Sneaking (Dex)	27	_%
Survival (Wis, Con)	9	_%
Tracking (Wis)	12	_%

Other Skills	Mastery
identify trap	%
disarm trap	%
gambling	%
lock picking	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief	_ Level: <u>1</u> Alignment:
Race: Halfling Gender: Age: 33	Height: Weight:	Hair: Eyes:
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness:	Righty



	6 / 29 _%	STR	Dмg. Mod.	-3	Feat of Str	-6 a.	Lift (LBS) 130) lb	Carry (lbs)	32 lb	Drag (lbs)	325 lb
	12 / 30 %	INT	Attack Mod.	+1								
	12 / 59 _%	wis	Init Mod.	+1		Defense Mod.	+1					
S	14 / 28 _%	DEX	Init Mod.	0		Attack Mod.	+2	Der Mc	ENSE	+2		
ABILITIES	13 / 46 $_{\scriptscriptstyle \%}$	CON										
AB	10 / 89 %	LKS										
	10 / 41 %	СНА	TURNING	Mod).							
	11		HON Window	A	verag	е	HON I Windo		^{TY} ≤	5		
	Honor		Honor E	Bonu:	ses or F	PENALTIES:	add +1 t	o anj	y single	e die roli	per se	ssion

Experience	For Next Level: 2ND = 400 3rd = 1200 4th = 2200 5th = 3400	Quick ReferencesObservation Check:29Listening Check:24Feat of Strength:d20p-6Turn/Cmd Undead:
SPEED 6 +7 +7 0' REACH	at a constraint of the second	SPEED 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	Armor Worn	A

 Armor Worn

 Body:
 leather armor
 (damage reduction = 2)

 Shield:
 _______(+ _____defense, absorbs _____hp)

Accumulated Building Points

Сом	Combat Profile with Weapon #1: dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIFLD	MAGIC		Total	
	+3	+1						Attack Bonus	+4	
		-1						Speed	-1	
-1	+1							Initiative	0	
	+3	+1	+1	+4	-2			Defense	+7	
	-3	+1	+1					Damage	-1	
Base W	/eapon S	peed: _7		Base	Weapon	Damage	2d4p	Reach:	1′	
Special	ization	+1		+2	+3	3	+4	+5		
Attack		🖲 (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Speed		🔵 (x BF	P) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Defens	e	🔵 (x BF) () (2x BP)	О(З	x BP)	O (4x BP)	(5x BP)		
Damag	je	🔵 (x BF) () (2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Notes:										
Сом			/1TLI W		# ว • th	rowin	g knife			



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 22

	Points	Days to Heal			Points	Days to Heal	
Wound #1			W	ound #6			
Wound #2			W	ound #7			
Wound #3			W	ound #8			
Wound #4			W	ound #9			
Wound #5			W	ound #10			

PREVIOUS HIT POINT ROLI	: 4		SPELLS AVAILABLE			
		Level Appr.				
21		Jrnym. 1 2				
	-25	3				
Luck Points	Threshold of Pain	5				

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	0 00	000	O C	000	0 000	000
00000	0000	\mathbf{o}	000	O C	OC		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE ST	OWED) (in packs	, bags, etc.))				PROFICIEN	CIES	
TRADE COINS		СР	SP	GP	LOCATION			light arm	nor, dagger, kn	ife (throwing & melee)
ç)	7	16							
GEMS:						QUIRKS &	FLAWS		Role-PLA	YING NOTES:
						Quick Te	empered			
						Pocking				
JEWELRY:										
						TALENTS	& RACIAL A	BILTIES	BENEFITS	:
OTHER VALUA	ABLES	:				Superio	r Defense (Near Perfe	ect Defense on	natural 18-19)
						Backstal	b (damage	dice pene	trate on max 8	& max-1)
						Halfling	s gain +50	Hiding bo	nus in natural	terrain
						Damage	e Bonus, Pa	rry Bonus	(dagger)	
Languages		M	ASTERY LI		ITERACY LEVEL					
Kalamaran		IV	75	EVEL L	28					
			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,							
							Mundane	e Item	Location	Mundane Item Location
							leather a			2 small belt pouches
							dagger			knapsack
								ng knives		wineskin (2 quart cap.)
Magic Items	s or S	Spell Co	mponent	:(s)	Effects/N	otes	thieves' t			trail rations (3 days)
							30' hemp rope			
							6 candle	S		
							flint & st	eel		
							2 pieces	of chalk		
							leather b	oots		
							woolen t	trousers &	tunic	
							linen un	dershirt		
							woolen	cloak		
							leather b	pelt		
S Univer	sal S	kills		Master	y[†] Intimi	dation (Str, Cha	a)	6_%	Other S	Skills Mastery

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Universal Skills	waster	у.
Acting (Lks, Cha)	10	_%
Animal Mimicry (Wis)	17	_%
Boating (Wis)	12	_%
Cartography* (Int)	12	_%
Climbing/Rappelling (Str, Dex)	32	_%
Current Affairs (Wis)	12	_%
Disguise (Int, Cha)	10	_%
Distraction (Cha)	10	_%
Escape Artist (Int, Dex)	24	_%
Fire-Building (Wis)	12	_%
Glean Info. (Int, Wis, Cha)	10	_%
Hiding (Int, Dex)	41	_%
Interrogation (Wis, Cha)	10	_%

Intimidation (Str, Cha)	6	_%
Listening (Wis)	24	_%
Observation (Wis)	29	_%
Pick Pocket (Dex)	33	_%
Reading Lips (Int)	12	_%
Recruiting (Cha)	10	_%
Resist Persuasion (Wis)	12	_%
Rope Use (Dex)	14	_%
Salesmanship (Int, Wis, Cha)	10	_%
Scrutiny (Wis)	12	_%
Seduction, Art of (Cha, Lks)	10	_%
Sneaking (Dex)	38	_%
Survival (Wis, Con)	12	_%
Tracking (Wis)	12	_%

Other Skills	Mastery
riddling	22%
fast talking	18%
forgery	19%
swimming	13%
cooking/baking	43%
mathematics	19%
lock picking	24%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Fighter Level: 2	Alignment: Lawful	HackMaster
Race: <u>Human</u> Sex:	Age: 20 Height: Weight: Hair:	_ Eyes:	Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE FOR NEXT LEVEL:	
		400 2ND = 400 3RD = 1200 4TH = 2200	Quick References
13 / 60 % STR	DMG. +1 FEAT +4 LIFT 230 lb CARRY 71 lb DRAG 575 lb (LBS)	5тн = 3400 6тн = 4850	Observation Check: 10 Listening Check: 10

	9 / 95%	INT	Mod.
	10 / 38 %	WIS	INIT +2 DEFENSE MENTAL SAVING Mod. Mod. Throw Bonus
ES	13 / 69 %	DEX	INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF +4 MOD. HOW BONUS +1 AGILITY +4
ABILITIES	14 / 41 $_{\scriptscriptstyle \%}$	CON	Physical Saving +1 Throw Bonus
AB	8 / 69%	LKS	
	10 / 11 %	СНА	TURNING MOD. n/a MORALE MOD. 0
	24		HON Average HON PENALTY ≤7
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session
			Category of Fame:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly

Аттаск -1

Сом	COMBAT PROFILE WITH MELEE WEAPON #1: longsword								
LEVEL	ABILITIES	SPECIAL	ATION TALENTS	RACIAL	ARMOR	SHIFLD	MAGIC		TOTAL
+1	0	+2						Attack Bonus	+3
		-2						Speed	-2
	+2							Initiative	+2
	+2	+2			-2	+6		Defense	+8
	+1	+2						Damage	+3
Base W	/eapon S	peed:	10	Base	Weapon	Damage	: 2d8	p Reach:	31/2'
Special	ization	+1		+2	+3	3	+4	+5	
Attack		• (x B	P)	(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Speed		• (x B		(2x BP)		x BP)	O (4x BP		
Defens		• (x B		(2x BP)			O (4x BP		
Damag		• (x B		(2x BP)		x BP)	O(4x BP)		
Notes:									



	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

	7тн = 6600 8тн = 8700 9тн = 11,200 10тн = 14,150
+8 2d8	+2 3 2 2 2 2 2 7
31/2' REACH combat profile	for: longsword
n/a	+2 m/a p+1

REACH

combat profile for: javelin

SPEED INIT +2 7 3 **ANN** 1 Μ +6 2 2d4p+1

TOP

Feat of Strength:

Turn Undead:

d20p+4

combat profile for: dagger

1'

REACH



combat profile for:

Previous Hit Point Roll 9	Luck Points	Threshold of Pain 12	Accumulated Building Points
Body: leather Shield: medium	Armor Worn (damage (+ <u>6</u> _ defen	e reduction = <u>2</u>) se, absorbs <u>6</u> hp)	Fatigue Factor
Damage Tracker -2			

HIT POINTS: 33

	Points	Days to Heal		Points	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin SPECIALIANON BONUS



TREASURE	STOWED	(in packs	, bags, etc.)					PROFICIENCIES			
TRADE COINS		СР	SP	GP	LOCATION			light, mediu	m & he	eavy armor, shield, long	sword, dagger,
		4	25					Hiking/Road	lmarch	ing, Laborer, Phalanx F	ighting, javelin
GEMS:						QUIRKS & FLAWS					
							nas	"magic" charn	n to pto	otect him/herself)	
						Sterile		y		······································	
JEWELRY:										······	·····
						TALENTS & RACIA	Δ		RENI	FITS:	
								DILITES	DEN		
OTHER VA	LUABLES:	:									· · · · · · · · · · · · · · · · · · ·
											
						┛┃					
LANGUAGE	ES	MA	STERY LEVI	il L	ITERACY MASTERY	·]					· · · · · · · · · · · · · · · · · · ·
Kalamara	an		68	_							
				_		Mundane Item		Location	Enc.		cation Enc.
						leather armor				trail rations (3 days)	
Magic Iter	ms or Spe	ell Comp	onent(s)		Effects/Notes	medium shield		······		"lucky" magic charm o	on string
						longsword				quiver, javelin	
						dagger				<u>3 javelins</u>	
						whetstone					
						50' hemp rope					
						leather boots					
						woolen trouser	s 8	tunic			
						linen undershir	t				
						woolen cloak					
						leather belt					
						2 small belt po	ucł	nes			
						backpack					
						wineskin (2 gua	art	cap)			
								•			
S Univ	versal Sl			Master	y [†] Law			<u> </u>		her Skills	Mastery
	ng (Lks, Cl mal Husb		Vis)	8		ening (Wis) Prvation (Wis)		<u> 10 %</u> 10 %	ap	praisal (arms & armor)	<u>19_%</u>
	mal Mimi		V15)	16		ion (Cha)		8 %			%
∐_ Boat	ting (Wis)	-		13	_′° I	uasion (Cha)		8_%			%
T Cart	tography nbing/Raj		(Str Dav)	0		Pocket (Dex) ling Lips (Int)		<u>13</u> % 9%			%
S Curr	rent Affai		(Str, Dex)	10		uiting (Cha)		<u> </u>			%
Dipl	lomacy (Cha)		8	_% Resi	st Persuasion (Wis)		10 %			%
	guise (Int,			8		e Use (Dex)		<u>19</u> % 8%			%
	raction (ape Artist			9		smanship (Int, Wis, Cha) tiny (Wis)		<u> 8 </u> % 15 %			%
Fire-	-Building	(Wis)		10	_% Sed	uction, Art of (Cha, Lks)		8 %			%
	an Info. (Ir		ı)	8		ed Liar (Cha)		8 %			%
	ing (Int, De rrogatior		a)	8		aking (Dex) ival (Wis, Con)		<u>13</u> % 21%			%
Intin	midation	(Str, Cha)		17	_% Tort	ure (Int)		9 %			%
Jum	ping (Str)	1		13	A/	king (Wis)		10 %			%

* Cartography is Universal for those with the Literacy skill

Tracking (Wis) <u>10</u>% + Mastery is equal to lowest relevant ability unless additional BP spent

Character:	Class: Fighter	Level: Alignment:	HackMaster
Race: Dwarf Gender: Age: 55	_ Height: Weight:	Hair: Eyes:	The second the
Patron God(s):	(Anointed? Y IN I) Handedness:	_Righty	Character Record

	14 / 23 %	STR	Dмg. Mod.	+2	Feat of Str	. +5	LIFT (LBS) 2	35 lb	Carry (lbs)	77 lb	Drag (lbs)	588 lb
	8 / 54%	INT	Attack Mod.	-1								
	9 / 05 %	WIS	Init Mod.	+3		Defense Mod.	-1					
S	9 / 77%	DEX	Init Mod.	+3		Attack Mod.		De Mo	FENSE	-1		
ABILITIES	18 / 12 %	CON										
ABI	7 / 50%	LKS										
	8 / 85%	СНА	TURNING	Mod								
	19		HON Window	, A'	verag	e		N Penai dow	TY ≤	7		
	Honor		Honor E	Bonus	ses or F	PENALTIES:	+1 to	a die ro	oll per so	ession		

Experience 400	For Next Level: 2ND = 400 3rd = 1200 4th = 2200 5th = 3400	<i>Quick References</i> Observation Check: 10 Listening Check: 10 Feat of Strength: d20p Turn/Cmd Undead:
2' REACH	M 2 d3p+5 50 9 1010 5 5 4 7 5 1 1	SPEED INIT 8 Julio +6 +2 M 2 1/2' Zd6p+2 1/2' TOP REACH DIFFE SAVE
combat profi	le for weapon #1	combat profile for weapon #2

Armor Worn Body: <u>leather armor</u> (damage reduction = $\underline{2}$) Shield: <u>medium</u> (+ <u>6</u> defense, absorbs <u>6</u> hp)

Accumulated **Building Points**

d20p+5

	COMBAT PROFILE WITH WEAPON #1: battle axe Set Paints Set Paints Set Paints Set Paints Set Paints 1 -1 +2 +1									
LEVEL	ABILITIES	SPECIAL	TALEN	RACIAL P	ARMOR	SHIFLD	MAGIC		TOTAL	
+1	-1	+2	+1					Attack Bonus	+3	
		-2						Speed	-2	
	+6							Initiative	+6	
	-2	+1	+1		-2	+6		Defense	+4	
	+2	+2	+1					Damage	+5	
Base V	Veapon Sp	peed: _1	2	Base	Weapon	Damag	e:4d3p	Reach:	3′	
Special	lization	+1		+2	+3	3	+4	+5		
Attack		• (x Bl	P)	• (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)		
Speed		• (x Bl	P)	• (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)		
Defens	se	• (x Bl	P)	O (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)		
Dama	ge	• (x Bl	P)	• (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)		



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 38

	Points	Days to Heal			Points	Days to Heal	
Wound #1			W	ound #6			
Wound #2			W	ound #7			
Wound #3			W	ound #8			
Wound #4			W	ound #9			
Wound #5			W	ound #10			

PREVIOUS HIT POINT ROL	.: 10	SPELLS AVAILABLE			
			LEVEL		
			Appr.		
	-		Jrnym.		
	Contract of the second		1		
			2		
	≥ 1.5 ∕		3		
	-10		4		
Luck Points	Threshold of Pain		5		

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 OC	000	ОС	000	0 0 0	000
00000	0000	00 00	000	ОС	00		
		1					

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



TREASURE STOWE	D (in packs	, bags, etc.)				PROFICIENCIES		
TRADE COINS CP SP GP LOCATION							light, medium	% heavy	armor, shield, battle axe,
	5	32					warhammer, l	ight cross	bow, Hiking/Roadmarching,
							Laborer, Phala	anx Fightir	ng
GEMS:						FLAWS		ROLE-PLAY	YING NOTES:
					Miserly				
					Facial S	car			
JEWELRY:									
					TALENTS	& RACIAL A	BILTIES	BENEFITS:	
OTHER VALUABLES	5:				Attack E	Bonus (bat	tle axe)		
					Defense	e Bonus (ba	attle axe)		
					Parry Bo	onus (battl	e axe)		
					Low Lig	ht Vision			
					+6 savir	ng throw b	onus vs. magic	& poison	
LANGUAGES	м	ASTERY L	EVEI	LITERACY LEVEL	1				
Dwarven		69							
Kalamaran		19							
						Mundan	e Item Lo	cation	Mundane Item Location
						leather a			standard rations (1 week)
						medium	n shield		mess kit
						battle a	xe		6 iron spikes
Magic Items or	Spell Cor	nponent	t(s)	Effects/N	otes	warham	imer		wool blanket
						whetsto	ne		
						50′ hem	p rope		
						leather			
						woolen	trousers & tunic		
						linen un	dershirt		
						woolen	cloak		
						leather	belt		
						2 small	belt pouches		
						knapsac	·····		
							n (2 quart cap.)	· · · · · · · · · · · · · · · · · · ·	
							ons (3 days)		
S Universal S	Skills		Maste	rv† Law (Int)		8_%	Other S	kills Mastery

S K I L L S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

7

9

9

9

0

9

9

8

8 %

8

8 %

12_%

8 %

8 %

8 %

15 %

14 %

%

%

%

%

%

%

%

%

%

Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

10 %

10 %

8 %

8 %

8 %

8 %

19 %

8 %

15

7 %

8

9 %

9 %

8 %

9 %

9 %

8 %

%

%

Other Skins	mastery
appraisal (arms & armor)	13%
mining	29%
cooking/baking	12%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWE				Γ	PROFICIENC	IES					
TRADE COINS CP SP GP LOCATION								light, me	dium & heav	y armor, shield, longsword	
	8							dagger			
							ľ				
							Ľ				
GEMS:					QUIRKS &	FLAWS			Role-Pi	AYING NOTES:	
					Fear of I	Heights					
						irely Gray					
JEWELRY:											
						& RACIAL A	RI		BENEFIT	•	
OTHER VALUABLE					Turn Un				DENEIT		
	5.				Fast Hea						
					Charm R						· · · · · · · · · · · · · · · · · · ·
						Resistant	-	· · · · · · · · · · · · · · · · · · ·			
						ince to det	te	ct lies			
									ells that misl	ead	
LANGUAGES	М	ASTERY L	EVEL	LITERACY LEVEL							
Kalamaran		81		37							
										1	
						Mundane			Location		ocation
						studded		eather arr	nor	wineskin (2 quart cap.)	
						small shi	ie	ld		trail rations (3 days)	
						longswo	or	d		divine icon	
Magic Items or	Spell Cor	nponent	t(s)	Effects/N	otes	dagger					
						50' hemp	р	rope			
						6 torche	S				
						flint & st	e	el			
						leather b	20	oots			
						woolen t	tr	ousers & t	unic	_	
						linen un	d	ershirt			
						woolen	cl	oak			
						leather b	c	elt			
								elt pouche	25	_	
						knapsac				_	
										_	

S K I L Ι S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†] 32 % 18 % 18 % 22 % 14 % 9 % 18 % 15 % 14 % 35 % 9 % 25 % 14 % 9 % 14 % 21 % 10 %

14 Law (Int) 34 Listening (Wis) Observation (Wis) 27 Oration (Cha) 15 15 Persuasion (Cha) 9 Pick Pocket (Dex) 14 Reading Lips (Int) 15 Recruiting (Cha) Resist Persuasion (Wis) 41 9 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 14 Scrutiny (Wis) 18 Seduction, Art of (Cha, Lks) 13 15 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 8 14 Torture (Int) 18 Tracking (Wis)

_%	Other Skills
_%	Religion (Courts of Justic
_% %	Divine Lore
_% %	History, Ancient
_%	Riding (equine)
_%	
%	
%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	

ligion (Courts of Justice)	40	_%
vine Lore	33	_%
story, Ancient	31	_%
ding (equine)	25	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

Mastery

* Cartography is Universal for those with the Literacy skill

	cter:			Class: Cleric	Level: <u>2</u> Alignme	nt: Neutral Good	HackMaster				
Race:	Human	Sex:	Age: 22 Height:	Weight: Hair	:: Eyes:		Character Record				
Patron	n God(s): <u>C</u>	aregiver		ed?Y■N□) Handedness: _	Experien 400	CE FOR NEXT LEVEL: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick References Observation Check: -20				
-	•	7 <u>%</u> STR 7 _% INT	ATTACK -1 Mod.	LIFT 215 Ib CARRY 56 Ib DRAG (LBS) 56 Ib (LBS)	538 lb	6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200	Listening Check: 11 Feat of Strength: d20p+1 Turn Undead: d20p+6				
	13 _/ 42	2 _% wis	Init +1 Defense Mod. Mod.	+1 Mental Saving +1 Throw Bonus	SPE	10тн = 14,150	SPEED INIT				
s	8 / 48	B _% DEX	Init +4 Attack -1 Def Mod. Mod. Mo	ENSE -2 DODGE SAVING -1 FEAT		+7	10 street +7				
	13 _/ 30	O _% CON	Physical Saving +1 Throw Bonus			0 5 3	n/a ⁵ n/a				
AB	7 _/ 67	7 _% LKS				d8p+d6p+1	d6p+d4p				
	14/58	3 _% CHA	TURNING MOD. +4	Morale Mod. +2	2' REA	CH DIVISION OF	REACH				
	25		HON Average	HON PENALTY ≤7 WINDOW		t profile for mace	combat profile for sling				
	Honor	_	HONOR BONUSES OR PENALTIES: CATEGORY OF FAME:	+1 to a die roll per session	PREVIOUS HIT POINT ROM	Luck Points	Threshold of Pain 10				
	Fame	Mora	le:●Hero ○Fearless ○Bra	ave OSteady ONervous OCc	owardly	Armor Worn	Fatigue Factor				
Сом	BAT PROF	ILE WITH ME	LEE WEAPON: mace		Body: studde Shield: small	ed leather (damage rec (+ <u>4</u> defense, a	$\frac{1}{1} \frac{1}{1} \frac{1}$				
LEVEL	ABILITIES	SPECALIZATION TALENTS	RACAL AND SHED AS	G ^C Total							
	-2			Attack Bonus -2 Speed		; 29					
+1	+5		+1	Initiative +7	-	POINTS DAYS TO HEAL	POINTS DAYS TO HEAL				
	+1		5 17	Defense O Damage +1	- <u>Wound #1</u> - Wound #2		Wound #6 Wound #7				
Base V	Veapon Spee	ed:	Base Weapon Damage:	Bp+d6p Reach:2'	Wound #3		Wound #8				
-	lization	+1	+2 +3 +4		Wound #4		Wound #9				
Attack Speed		. ,	$\begin{array}{c} (2x BP) \\ (2x BP) \\ (2x BP) \\ \end{array} \begin{array}{c} O(3x BP) \\ O(3x BP) \\ \end{array} \begin{array}{c} O(4) \\ O(4) \\ O(4) \\ \end{array}$		Wound #5		Wound #10				
	ise C	D (x BP)	(2x BP) O(3x BP) O(4	x BP) \bigcirc (5x BP) x BP) \bigcirc (5x BP)	LEVEL	SPELLS (MEMORIZED S					
Dama) (x BP)	(2x BP) (3x BP) (4				ge Area Speed Duration Damage				
Defense Damag Notes:	BAT PROF	ILE WITH MI	SSILE WEAPON: Sling		APPRENTICE O JOURNEYMAN O		ge Area Speed Duration Damage				
Damae Notes:	BAT PROF	ILE WITH MI	SSILE WEAPON: Sling		APPRENTICE O JOURNEYMAN O 1 O	Cure Trivial Wound	ge Area Speed Duration Damage				
Damag Notes: COM	BAT PROF	ILE WITH MI	SSILE WEAPON: Sling		APPRENTICE O JOURNEYMAN O	Cure Trivial Wound Cure Minor Wound, Bless	ge Area Speed Duration Damage				
Damag Notes: COM	BAT PROF	ILE WITH MI	ssile Weapon: <u>sling</u>	Attack Bonus -2	APPRENTICE O JOURNEYMAN O 1 O 2 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM	BAT PROF	ILE WITH MI	SSILE WEAPON: Sling	Contraction Total	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM	BAT PROF	ILE WITH MI	SSILE WEAPON: Sling	Attack Bonus -2 Speed Initiative +7	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM	BAT PROF	ILE WITH MI	SSILE WEAPON: <u>sling</u>	Attack Bonus -2 Speed	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM	BAT PROF	ILE WITH MI	SSILE WEAPON: <u>sling</u>	Total Attack Bonus -2 Speed	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM +1 Base V Specia	BAT PROF	ILE WITH MI	SSILE WEAPON: <u>sling</u>	Attack Bonus -2 Speed Initiative +7 Damage d4p 4 +5	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: COM +1 Base V Special Attack	BAT PROF	ILE WITH MI 55 ^{4C (14¹)^{10¹⁰} _Тме¹⁰⁵ }	SSILE WEAPON: <u>sling</u>	Attack Bonus -2 Speed Initiative +7 Damage d4p 4 +5 x BP) ① (5x BP)	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O	Cure Trivial Wound Cure Minor Wound, Bless					
Notes: Com +1 Base V Special Attack Rate o	BAT PROF	ILE WITH MI 55 ⁴ С ^{10,100^N} _{ТМ} Е ^{N5} 10 +1)(х ВР))(х ВР)	SSILE WEAPON: <u>sling</u>	$\begin{array}{c c} & & & & \\ \hline \hline & & & \\ \hline \\ \hline$	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O	Cure Trivial Wound Cure Minor Wound, Bless					
Damag Notes: Com +1 Base V Specia Attack Rate o Damag	BAT PROF	ILE WITH MI Softwarth The Barts 10 +1 D (x BP) (x BP) Distance	SSILE WEAPON: Sling REFORM SHOP SHOP SHOP SHOP NO REFORM PROPOR SHOP SHOP NO +1	Attack Bonus -2 Speed Initiative +7 Damage d4p 4 +5 x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP)	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O TOTAL SPELL POINTS SPELL POINT TRACKER	Cure Trivial Wound Cure Minor Wound, Bless					
Notes: Com +1 Base V Special Attack Rate o Damag	BAT PROF	ILE WITH MI 53EEANUERION 10 +1 D (x BP) D (x BP)	SSILE WEAPON: Sling RR ^{10¹⁰} R ^{10¹⁰} R ^{10¹⁰} R ^{10¹⁰} +1	Attack Bonus -2 Speed Initiative +7 Damage d4p 4 +5 x BP) O (5x BP) x BP) O (5x BP)	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O TOTAL SPELL POINT SPELL POINT TRACKER HUNDREDS O O	Cure Trivial Wound Cure Minor Wound, Bless					
Notes: Com +1 Base V Special Attack Rate o Damag	BAT PROF	ILE WITH MI Softwarth The Barts 10 +1 D (x BP) (x BP) Distance	SSILE WEAPON: Sling REFORM SHOP SHOP SHOP SHOP NO REFORM PROPOR SHOP SHOP NO +1	Attack Bonus -2 Speed Initiative +7 Damage d4p 4 +5 x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP) x BP) O (5x BP)	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O TOTAL SPELL POINT SPELL POINT TRACKER HUNDREDS O O	Cure Trivial Wound Cure Minor Wound, Bless					
Notes: Com +1 Base V Special Attack Rate o Damag	BAT PROF	ILE WITH MI 5xcm ^{11,00^N} 10 +1 0(x BP) 0(x BP) 0(x BP) 0(x BP) 0(x BP)	SSILE WEAPON: <u>sling</u> RFC ^{IN} R ^{BON¹⁵} S ^{INED} N +1 Base Weapon Damaged <u>6p+</u> +2 +3 +4 (2x BP) O (3x BP) O (4 (2x BP) O (3x BP) O (4 (4) (2x BP)	$\begin{array}{c c} & & & & \\ \hline \hline & & & \\ \hline & & & \\ \hline \hline & & & \\ \hline \hline \\ \hline & & & \\ \hline \hline & & & \\ \hline \hline \\ \hline \\$	APPRENTICE O JOURNEYMAN O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O TOTAL SPELL POINTS SPELL POINT TRACKER HUNDREDS O 1 O	Cure Trivial Wound Cure Minor Wound, Bless					
TREASURE STOWED	(in packs,	bags, etc.)				Γ	PROFICIENC	CIES		
------------------	------------	------------	------	----------------	----------	-----------------	-----	------------	--------------	---------------------------	-------------
Trade Coins	CP	SP	GP	LOCATION			.	light, me	dium & heavy	v armor, shield, staff,	sling, mace
	7	12					-				
							Ľ				
Gems:					QUIRKS 8	FLAWS			Role-PL	AYING NOTES:	
					Needy						
					Myopia						
JEWELRY:											
						& RACIAL A	BII	TIES	BENEFITS		
OTHER VALUABLES					Turn Un					us to allies for a source	(10/ r)
					Immune	e to Fear			+1 001	us to allies' fear save	S (10 T)
	M	ASTERY L	EVEL	LITERACY LEVEL							
Kalamaran		67		32							
						Mundan		ltom	Location	Mundane Item	Location
								eather ari		wineskin (2 quart	
						small sh				trail rations (3 da	
						staff		-		divine icon	
Magic Items or S	pell Con	nponent	:(s)	Effects/N	otes	mace					
						6 torche	es				
						flint & st	tee	el		_	
						leather b	bo	oots			
						woolen	tro	ousers &	tunic	_	
						linen un	nde	ershirt		_	
						woolen	cl	oak		_	
						leather b	be	lt			
						2 small b	be	lt pouch	es	_	
						<u>knapsac</u>				_	
						woolen	bl	anket		_	
						<u>mess kit</u>	t				
										1	

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	3
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†] Law Liste 7 % 13 _% Obs 13 22 8 Orat % Pers % % Pick -8 (7) % 13 % Rea % Reci 14 % Resi 8 % Rop 14 7 _% Sale % Scru 23 % Sed 8 % Skill 33 (7) % Sne 13 % Surv 12 % Tor 12 % Trac

V (Int)	8	%
ening (Wis)	11 (16)	%
servation (Wis)	-20	%
ation (Cha)	14	%
suasion (Cha)	14	%
k Pocket (Dex)	-53 (7)	%
ading Lips (Int)	8	%
cruiting (Cha)	27	%
sist Persuasion (Wis)	13	%
De Use (Dex)	7	%
esmanship (Int, Wis, Cha)	20	%
utiny (Wis)	23	%
Juction, Art of (Cha, Lks)	7	%
lled Liar (Cha)	14	%
eaking (Dex)	-33 (7)	%
vival (Wis, Con)	13	%
ture (Int)	8	%
cking (Wis)	13	%

Religion (Church of Everlasting Hope)	32	_%
First Aid	45	_%
Cooking/Baking	42	_%
Divine Lore	31	_%
Swimming	14	_%
Carpentry/Woodworking	18	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

Mastery

Other Skills

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs,	bags, etc.)				PROFICIE	NCIES		
TRADE COINS	СР	SP	GP	LOCATION			light, m	edium & heavy	armor, shield, scim	itar, knife
	10	22								
Gems:					QUIRKS 8			Role-Pla	YING NOTES:	
					Glutton					
					Allergie	s: Pollen				
JEWELRY:										
					TALENTS	& RACIAL A	BILTIES	BENEFITS:		
OTHER VALUABLES	:				Freedor	n of Actior	1	may slip fre	e of any bond & immune t	o spells that
								restrict/inh	ibit movement	
					Hit Poin					
					Damage	e Bonus (So	cimitar)			
					<u></u>					
LANGUAGES	М	astery Li	EVEL L	ITERACY LEVEL						
Kalamaran	<u> </u>	72		24						· · · · · · · · · · · · · · · · · · ·
						Mundan		Lastian	Mundane Item	Leastien
	<u> </u>					leather a		Location	wineskin (2 quart	Location
						small sh			trail rations (3 day	
						scimitar			divine icon	, , , , , , , , , , , , , , , , , , , ,
Magic Items or S	Spell Cor	nponent	:(s)	Effects/N	otes	knife				
Strength of Iron	Brew					50' hem	o rope			
						knife				
						leather b	poots			
						woolen	trousers &	& tunic		
						linen un	dershirt			
						woolen	cloak			
						leather b				
							pelt pouc	hes		
						<u>knapsac</u>	k			
						-			•	

Acting (Lks, Cha)		_%
Animal Husbandry (Wis)	13	%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	13	%
Cartography* (Int)	19	_%
Climbing/Rappelling (Str, Dex)	8	_%
Current Affairs (Wis)	21	%
Diplomacy (Cha)	12	%
Disguise (Int, Cha)	9	_%
Distraction (Cha)	12	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	13	_%
Glean Info. (Int, Wis, Cha)	9	%
Hiding (Int, Dex)	-32 (8)	%
Interrogation (Wis, Cha)	27	_%
Intimidation (Str, Cha)	12	%
Jumping (Str)	15	_%

Universal Skills

Mastery[†]

11 %

9 Law (Int) 13 Listening (Wis) Observation (Wis) 13 Oration (Cha) 12 12 Persuasion (Cha) -52 (8) <u></u>% Pick Pocket (Dex) 19 Reading Lips (Int) 12 Recruiting (Cha) Resist Persuasion (Wis) 19 Rope Use (Dex) 8 Salesmanship (Int, Wis, Cha) 9 Scrutiny (Wis) 13 Seduction, Art of (Cha, Lks) 11 12 Skilled Liar (Cha) Sneaking (Dex) -32 (8) % Survival (Wis, Con) 15 9 Torture (Int) 24 Tracking (Wis)

Other Skills
Religion (Face of the Free)
Animal Training (dogs)
First Aid
Divine Lore
·

Mastery

24 %

18 %

25_%

_% 22

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 * Cartography is Universal for those with the Literacy skill

Character:	Class: Mage	Level: Alignment:	HackMaster
Race: Human Gender: Age: 31	Height: Weight:	_ Hair: Eyes:	The company of
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness:	Righty	Character Record

	6 / 85%	STR	Dмg. Mod.	-2	Feat of Str.	-5	Lift (lbs)	140 lb	Carry (lbs)	34 lb	Drag (lbs)	350 lb
	13 / 40 %	INT	Attack Mod.	+1								
	10 / 05 %	WIS	Init Mod.	+2		Defense Mod.						
ES	11 / 28 %	DEX	Init Mod.	+2		Attack Mod.	0	De Mo	FENSE	0		
ABILITIES	11 / 44 $_{\scriptscriptstyle \%}$	CON										
AB	11 / 13 %	LKS										
	13 / 61 %	СНА	TURNING	Mod).							
	25		HON Window	A	verage	e		ON Penai Indow	. ^{TY} ≤	7		
	Honor		Honor E	Bonu	ses or P	ENALTIES:	add	+1 to an	y single	e die roli	per se	ession

Experience 400	For Next Level: 2nd = 400	Quick References Observation Che	eck: 20
	3rd = 1200	Listening Check	: 22
	4тн = 2200	Feat of Strength	: d20p-5
	5тн = 3400	Turn/Cmd Undea	ad:
-1*	st init +6 +1 1 dd4p-2 SAVE	SPEED STOCK	
combat profi roll d20-4 def	55	combat profile for	weapon #2
	Armor Worn		Accumulated
Body: thick	robes (damage	e reduction = $\underline{1}$)	Building Points

___ (+ ____ defense, absorbs ____ hp)

Сом		OFILE W							
LEVEL	ABILITIE	Specialit	ATON TALENTS	RACIAL	ARMOR	SHIELC	MAGIC		Total
	+1							Attack Bonus	+1
								Speed	
+2	+4							Initiative	+6
	0				-1			Defense	-1
	-2							Damage	-2
Base W	/eapon S	peed: _7		Base	Weapon	Damag	e:2d4p	Reach:	1′
Special	ization	+1		+2	+3		+4	+5	
Attack		O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Speed		O (x Bl	P) () (2x BP)	О(З	x BP)	O (4x BP)	(5x BP)	
Defens	se	O (x Bl	P) () (2x BP)	О(З	x BP)	O (4x BP)	(5x BP)	
Damag	ge	O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 25

Shield: none

	Points	Days to Heal			Points	Days to Heal	
Wound #1			W	ound #6			
Wound #2			W	ound #7			
Wound #3			W	ound #8			
Wound #4			W	ound #9			
Wound #5			W	ound #10			

PREVIOUS HIT POINT ROL	L: 4		SPELLS AVAILABLE			
		Appr.	Amp. Illumination, Fire Finger Candlelight			
		1	Doze			
	100	2	Frighten			
	≥ ŏ	3				
	-10	4				
Luck Points	Threshold of Pain	5				

SPELLS MEMORIZED*

LEVEL	Spell(s) Fire Finger		Range	Area	Speed	Duration	Damage
JOURNEYMAN	Candleligh	t					
1	Doze						
2	Frighten						
3							
4							
5							
TOTAL SPELL POINTS	190						
SPELL POINT TRACKER							
TENS OOOOC	0000	\mathbf{o}	000	O C	000	0 000	000
00000	0000	\mathbf{o}	000	o c	00		

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIE		s		
TRADE COINS CP SP GP LOCATION								dagger	r, ma	igical transc	ription	
	3	14										
							L					
G ЕМS:					QUIRKS &					Role-Pla	ying Notes:	
						Minded						
					Flatuler	nce						
JEWELRY:												
						& RACIAL A				BENEFITS:		
OTHER VALUABLES	:				+1 Save	Bonus vs.	. 5	pells				
											·····	
											·····	
					J						·····	
	M	ASTERY LI	EVEL	LITERACY LEVEL								
Kalamaran		82		51								
						Mundan		ltom		Location	Mundane Item Location	
						thick rok				LOCATION	2 small belt pouches	
						dagger					knapsack	
						10 cand	lle	22			wineskin (2 quart cap.)	
Magic Items or S	Spell Con	nponent	:(s)	Effects/N	otes	6 torches					trail rations (3 days)	
Potion of Buoya	ncy					flint & steel					standard rations (1 week)	
						10 pages vellum					signal whistle	
						2 metal scroll cases			ses		wool blanket	
						4 quills					chalk	
						6 oz. bla	ac	k ink				
						brass sig	gr	nal mirro	or			
						leather l	bo	oots				
						woolen	tr	rousers	& tu	nic		
						linen un	linen undershirt					
						woolen	cl	loak				
						leather belt						

S K I Т Τ S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†]

11 %

21 %

9 %

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13

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9

13

13 %

13 %

11 %

17 %

19 %

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9 %

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13 Law (Int) 22 Listening (Wis) Observation (Wis) 20 13 Oration (Cha) 13 Persuasion (Cha) 11 Pick Pocket (Dex) 13 Reading Lips (Int) 13 Recruiting (Cha) Resist Persuasion (Wis) 14 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 19 19 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 Skilled Liar (Cha) 13 Sneaking (Dex) 11 Survival (Wis, Con) 9 13 Torture (Int) 9 Tracking (Wis) † Mastery is equal to lowest relevant ability unless additional BP spent

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Other Skills	Mastery
arcane lore	%
cooking/baking	<u> 19 %</u>
reading lips	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Chai	racter:				Cla	ss: Mage	L	evel: <u>2</u>	Alignment	:	HackMaster
Race	e: Elf	Sex:	Age: 2	19 Height	:	Weight:	Hair: _		_ Eyes:		
Patro	on God(s):			(An	ointed? Y	′□N□) Han	dedness: <u>Ric</u>	<u>jhty</u>	Experience 400	For Next Level: 2nd = 400 3rd = 1200	Character Record
	7 / 88,	STR	Dmg. Mod. Attack		4 Lift (LBS)	157 Ib Carry (LBS)	38 lb ^{Drag} 39 (LBS)	93 lb		4тн = 2200 5тн = 3400 6тн = 4850 7тн = 6600 8тн = 8700	Observation Check: 20 Listening Check: 07 Feat of Strength: d20p-4
	16 / 23 _%	INT	Mod.							9тн = 11,200 10тн = 14,150	Turn Undead:
	15 _/ 55 _%	wis	Mod.	Mot	ENSE +2).	THROW BON	US		SPEED	167	SPEED INIT
IES	11 / 08 %	DEX			Defense Mod.	0 DODGE SAV THROW BOR	VING 0 FEAT OF NUS AGILITY	0	8	+4	12 +4 +3 +4
ABILITIES	6 / 11,		PHYSICAL THROW BO	Saving -2 DNUS					+	5 🗍 1 📡	n/a n/a
AB	11 / 13 ,	LKS						_	2'	2d6p-2	2d6p 3
	9 / 30%	сна	TURNING I	Mod.	Mo	DRALE MOD.		_	REACH	TOP SAVE	REACH TOP SAVE
	23		HON Window	Average		N PENALTY ≤7 NDOW	7			profile for short swords defense die vs. 1 attack;	
	Honor	_	HONOR B		1 mu TIES: +1 to	lligan per session a die roll per ses	n ssion		EVIOUS T POINT ROLL 3	Luck	Threshold of Pain 5
	Fame	Mora	le: Herc	• • • • • • • • • • • • • • • • • • •		Osteady ONe	ervous OCowa			Armor Worn	Fatigue Factor
	Fame							Bo	ody: thick r	obes (damage re	duction = $\underline{1}$)
	mbat P rofili					ras				(+ defense, -	NEMA
LEVE	ABUITES SPE	JALIAN TALENTS	RACIALBOI	ARMOR SHIELD	MAGIC		Total		-2		
	+2				~	Attack Bonus	+2	П	IT POINTS:	14	
+2	+2		-			Speed Initiative	+4				
	+2 -2	+1(x2)	+2	-1		Defense	+5	w	ound #1	POINTS DAYS TO HEAL	POINTS DAYS TO HEAL Wound #6
	-2 Weapon Speed:	8	D		2d6n	Damage					Wound #7
		-1	+2	eapon Damage +3	+4	кеасп: +5			ound #3		Wound #8 Wound #9
Atta			(2x BP)	O (3x BP)	O (4x BP)	O (5x BP)			ound #4 ound #5		Wound #9 Wound #10
Spee			(2x BP)								
Defe Dam	2		(2x BP) (2x BP)		O (4x BP) O (4x BP)					SPELLS (MEMORIZED	SPELLS IN BOLD)
Note	2 one-hande	d weapons, d	efending w	/ secondary fig	hting style			LEVEL			nge Area Speed Duration Damage
								APPRENT JOURNEY	_	Springing	
Co	MBAT P ROFIL				ort bow			1	-	Scorch	
	5	INLEATON TALENTS	RACIABONU	5				2	0 [Magic Projectile	
LEVE	ABILITIES SPE	JALIATIN TALENTS	RACIAL	ARMOR SHIELD	MAGIC		TOTAL	3	O _		
	+2	+1	_			Attack Bonus	+3	4	~ -		
+2	+2					Speed	+3	5	~ -		
	. 2					Damage	-2	7	0		
Base	Weapon RoF: <u>1</u>	2	Base We	eapon Damage	: 2d6p			8	0		
1.		-1	+2	+3	+4	+5		9	<u> </u>		
Atta			(2x BP)					10	0_	100	
1			(2x BP) (2x BP)		O (4x BP) O (4x BP)				pell Points Dint Tracker		
				1		1					
	Missile	Distanc	. ,	Attack							00 00000 00000
	Weapon Ranges	5 - 50		d20p				C	0000	00000 000	00 00000 00000
		51-80		d20p d20p				Singles			
		81-120		d20p				*Clerics d	o not have Appr	entice or Journeyman level spe	lls nor do they employ Spell Points. Deal with it.
		121-150		1 3200	-						

TREASURE STOWED (in packs, bags, etc.)							PROFICIENCIES				
TRADE COINS CP SP GP LOCATION							short sword, staff, dagger, short bow,				
	7	12					m	agical trans	cription		
G EMS:					QUIRKS 8	FLAWS			Role-Play	YING NOTES:	
					Paranoi	d					
					Hard of	Hearing					
JEWELRY:											
					TALENTS	& RACIAL A	BILTI	ES	BENEFITS:		
OTHER VALUABLES	:				Less Sle	ер					
					Elves ga	in +50 Hic	ling	bonus in na	atural terra	ain	
						onus (short					
						not (short l					
					+1 save	bonus vs.	spe	lls			
LANGUAGES	м	ASTERY L	EVEL	LITERACY LEVEL]						
Elven		74		51							
Kalamaran		42									
						Mundan	e lte	em Lo	cation	Mundane Item Location	
						thick rol	bes			woolen cloak	
						2 short swords				leather belt	
					J	dagger				2 small belt pouches	
Magic Items or S				Effects/N	lotes	short bow				knapsack	
Wand of Illumina	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart cap.)	
						12 arrows				trail rations (3 days)	
						miner's lantern				spell book	
						1 pint lamp oil				spell components	
						flint & steel					
						4 pages	vell	um			
				4 quills							
						<u>2 oz. bla</u>	ck ir	nk			
						leather b	poot	ts			
						woolen	trou	isers & tunic	:		
						linen un	ders	shirt			
·										<u> </u>	
S Universal S	kills		Mast	ery [†] Law	Int)			<u>16</u> %	Other S	kills Mastery	

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

9 %

15 %

15 %

15 %

24

7 %

15

9 %

9 %

9 %

11

24 %

9 %

19 %

9 %

7

15 %

%

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%

Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

o the biting	mastery
arcane lore	46%
history, ancient	37%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

 * Cartography is Universal for those with the Literacy skill

% + Mastery is equal to lowest relevant ability unless additional BP spent

7 %

20 %

9 %

9 %

16 %

9 %

22 %

11 %

27 %

20 %

9 %

9

16 %

5 %

15

% 11

%

% 16

Character:	Class: Thief	Level: _ 2	Alignment:		HackM	aster
Race: Human Sex: Age: 17	Height: Weight:		Eyes:		Character	Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedne	ess: <u>Righty</u>	EXPERIENCE	FOR NEXT LEVEL:		

_									
	12 / 26 $_{\scriptscriptstyle \%}$	STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb (LBS) 538 lb						
	15 / 23 %	INT	Attack +2 Mod.						
	9 / 25 %	WIS	INIT +3 DEFENSE -1 MENTAL SAVING Mod. Mod. Throw Bonus						
ES	15 / 59 _%	DEX	INIT -1 ATTACK +2 DEFENSE +3 DODGE SAVING +2 FEAT OF +8 MOD. +2 MOD. +2 AGILITY +8						
ABILITIES	6 / 51%	CON	Physical Saving -2 Throw Bonus						
AE	11 / 76 %	LKS							
	12/13%	СНА	TURNING MOD. n/a MORALE MOD. +1						
	25		HON WINDOW Average HON PENALTY ≤7						
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session						
			CATEGORY OF FAME:						
	Fame	Moral	• Hero OFearless OBrave OSteady ONervous OCowardly						

Сом	COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger								
LEVEL	ABILITIES	Specialit	ATION TALENTS	RACIAL	ARMOR	SHIFLD	WAGIC		TOTAL
	+4							Attack Bonus	+4
								Speed	0
-1	+2							Initiative	+1
	+2	0 (+1)	+1 (+1)		-2			Defense	+3
	+1							Damage	+1
Base W	/eapon S	peed:1	0	Base	Weapon	Damage	e: 2d8	p Reach:	31/2'
Special Attack Speed Defens Damag	e	+1 O (x Bl O (x Bl O (x Bl O (x Bl	P) C P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)	O (3 O (3	x BP) x BP)	+4 O (4x BP) O (4x BP) O (4x BP) O (4x BP)	O(5x BP) O(5x BP)	
Notes:	2 weap	oon style	, seconda	ry defen	ise				



Missile Weapon Ranges

	Distance (ft)	Attack Die
n	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

2 Alignment	:	Hacl	kMas
Eyes:			
EXPERIENCE	FOR NEXT LEVEL:	Chara	cter Rec
400	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Observ Listeni	eferences Vation Check: 2 ng Check: 2 Strength: 0 ndead:
SPEEL 10 + 31/2' REACT	+1 +4 3 2 2d8p+1 2d8p+1 50 700 700 700	SPEED 7 +2 ³ 1' REACH dagger (ro	100 100 100 100 100 100 100 100
SPEER 20 8 m REACT	a n/a 2d6p save	SPEED REACH	after INI
Previous Hit Point Roll 6	Luck	Threshold of Pain 8	Accumulat
	Armor Worn .r (damage re (+ defense,		
HIT POINTS:	22 POINTS DAYS TO HEAL		POINTS DAYS TO HE
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

24

INIT +1 (A SEE 2

3 TOP

INIT

Accumulated

Building Points

Fatigue Factor

DAYS TO HEAL

d20p+1

Check: 27

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow



TREASURE STON	VED (in packs	, bags, etc.)					PROFICIENCIES	;			
TRADE COINS	СР	SP	GP	LOCATION			light armor,	dagge	r, knife (melee),	longsword, crossk	oow
	7	25									
GEMS:					QUIRKS & FLA	ws					
					Greedy						
					Colorblind						
JEWELRY:											
					TALENTS & RA		BILTIES	Ben	EFITS:		
					Parry Bonus	(long	sword & dagg	ler)			
OTHER VALUAB	LES:						oll 1 die type				
					Rearward St	rike (l	oypass 1 DR w	hen str	iking from behi	nd)	
					Superior De	fense	(Near Perfect	Defens	e on natural 18	-19)	
					Backstab (da	mag	e dice penetra	te on n	nax & max-1)		
	M	ASTERY LEV	EL LI		RY						
Kalamaran	<u> </u>	70		25							
	<u> </u>										<u> </u>
					. L						
					Mundane Iten	<u>ו</u>	Location	Enc.	Mundane Item	Location	Enc.
	<u> </u>				leather arm	or			2 small belt p	ouches	
Magic Items or	Spoll Comp	opopt(c)		Effects/Notes	longsword				knapsack		
Magic items of	spen comp	onent(s)	ſ	Ellects/Notes	dagger				wineskin (2 qu	uart cap.)	
					_ knife				trail rations (3		
					- thieves' tool	с			sheet of vellu		
					<u>50' hemp ro</u>				quill		
					- 6 torches	pe			1 oz. ink		
					- flint & steel				light crossbov	V	
									hunting quarr	el case	
					_ <u>2 large canv</u>		.KS		20 bolts		
					_ leather boot						
					_ woolen trou		<u>k tunic</u>				
					_ <u>linen under</u>						
					_ <u>woolen cloa</u>						
					leather belt						
S Universa	l Skills		Master	v† La	V (Int)		<u> 15 %</u>	Ot	her Skills	Maste	ery
Acting (LI	ks, Cha)		19	_% Lis	tening (Wis)		<u>24</u> % 27%	di	sarm trap	26	_%
Animal H	usbandry (\ limicry (Wis)		99		servation (Wis) ation (Cha)		<u> </u>		ambling	21	%
Boating (9		rsuasion (Cha)		12 %		ck picking	34	_%
Cartogra	phy* (Int)		17		k Pocket (Dex)		%		trap	13	_%
	/Rappelling Affairs (Wis)	(Str, Dex)	<u>32</u> 9		ading Lips (Int) cruiting (Cha)		<u>15</u> % 12%				%
Diploma			12		sist Persuasion (Wis)		<u> 12 %</u> 17 %			<u></u>	_%
Disguise	(Int, Cha)		25	_% Ro	pe Use (Dex)		%				_%
Distractio	on (Cha)		12	_% Sa	esmanship (Int, Wis, Ch	a)	<u> 18 </u> %				_%
Escape A	rtist (Int, Dex))	23	_% Sc	rutiny (Wis)		<u> 16 %</u>				%

* Cartography is Universal for those with the Literacy skill

Fire-Building (Wis)

Hiding (Int, Dex)

Jumping (Str)

Glean Info. (Int, Wis, Cha)

Interrogation (Wis, Cha)

Intimidation (Str, Cha)

9

9

38 %

9

12 %

%

%

%

% 12

9 Tracking (Wis)

Seduction, Art of (Cha, Lks)

Skilled Liar (Cha)

Survival (Wis, Con)

Sneaking (Dex)

Torture (Int)

% † Mastery is equal to lowest relevant ability unless additional BP spent

% 18

12 %

34 %

9 _%

15 % %

%

%

%

Character:	Class: Thief Level: 2	_ Alignment: _		HackMaster
Race: Halfling Sex: Age: 33		Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 400	For Next Level: 2ND = 400	
			3rd = 1200 4тн = 2200 5тн = 3400	Quick References Observation Check: 29

	7 / 76%	STR	DMG. -2 FEAT OF STR. -4 LIFT (LBS) 157 Ib CARRY (LBS) 19 Ib DRAG (LBS) 393 Ib							
	12 / 33%	INT	Attack +1 Mod.							
	12 / 62 %	WIS	Init +1 Defense +1 Mental Saving Mod. Mod. Throw Bonus							
ES	14 / 33 %	DEX	INIT 0 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +5 MOD. HOD. HTROW BONUS +1 AGILITY							
ABILITIES	13 / 47 $_{\scriptscriptstyle\%}$	CON	Physical Saving +1 Throw Bonus							
AB	10 / 89%	LKS								
	10 / 47 %	СНА	TURNING MOD. n/a MORALE MOD. +1							
	23		HON WINDOW Average HON PENALTY WINDOW ≤7							
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session							
			Category of Fame:							
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly							

Сом	COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIALB	ARMOR	SHIFLD	WAGIC		TOTAL	
	+3	+1						Attack Bonus	+4	
		-1						Speed	-1	
-1	+1							Initiative	0	
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9	
	-2	+1	+1					Damage	0	
Base W	/eapon S	peed:	7	Base	Weapon	Damage	e: 2d4	p Reach:	1′	
Special	ization	+1		+2	+3		+4	+5		
Attack		🔵 (x Bl	P) (P	(2x BP)	O (3	x BP)	O(4x BP)	(5x BP)		
Speed		(x Bl	P) O	(2x BP)	O (3	x BP)	O (4x BP)	$O(5 \times BP)$		
Defens		(x Bl		(2x BP)			O (4x BP)	O (5x BP)		
Damag		• (x Bl		(2x BP)		x BP)	O (4x BP)			
Notes:	Notes: 2 weapon style, secondary defense									



Missile	Distance (ft)	Attack Die
Weapon	5 - 20	d20p
Ranges	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

Eyes:		.	•
		Characte	r Record
EXPERIENCE 400	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	<i>Quick Referen</i> Observation Listening Cl Feat of Stree Turn Undea	n Check: 29 neck: 24 ngth: d20p-4
SPEED 6 4 9 9 9 9 9 9 9 0' 8 8 9 0' 8 8 9 0' 8 8 8 9 9 0' 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	est init 0 +4 2 2 2 4 2 4 2 2 4 2 4 2 4 5 5 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5	SPEED 6 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	TOP SAVE
SPEED 7 July n/a REACH	d6p-1	SPEED 8 +7 2d6p 1' REACH	2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -
Previous Hit Point Roll 5	Luck Points 22	Threshold of Pain	Accumulated Building Points
			Fatigue Factor -3
HIT POINTS: 23	3		
Poin	NTS DAYS TO HEAL	Points	Days to Heal
Wound #1		Wound #6	
Wound #2		Wound #7	

d20p-4

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STO	NED (in packs	bags, etc.)					PROFICIENCIES				
TRADE COINS	СР	SP	GP	LOCATION		1	light armor, da	iggei	r, knife (melee & throwi	ng), short	
	7	25					sword				
GEMS:					QUIRKS & FLAWS						
					Quick Tempered						
					Pocking						
JEWELRY:											
					TALENTS & RACIAL A	Ав	BILTIES	BENE	FITS:		
					Damage Bonus, P	Pa	rry Bonus (dago	ger)			
OTHER VALUAB	LES:				Initiative Bonus (r	ro	ll 1 die type low	/er)			
					Rearward Strike (by	ypass 1 DR whe	n stri	king from behind)		
					Superior Defense	e (I	Near Perfect De	fense	e on natural 18-19)		
					Backstab (damag	je	dice penetrate	on m	nax & max-1)		
1			1-		Halflings gain +5	0	Hiding bonus ir	n nat	ural terrain		
Languages Kalamaran	IVIA	STERY LEV 75	EL LI	TERACY MASTERY 28							
	<u> </u>										
	<u> </u>										
				· · · · · · · · · · · · · · · · · · ·	Mundane Item		Location E	Enc.	Mundane Item Loo	ation	Enc.
					leather armor				2 small belt pouches		
Magic Items or	Spell Comp	onent(s)	E	ffects/Notes	2 daggers				knapsack		
5					3 throwing knive	S			wineskin (2 quart cap.		
					short sword				trail rations (3 days)		
					thieves' tools						
					30' hemp rope						
					<u>6 candles</u>						
					flint & steel						
					2 pieces of chalk						
					leather boots						
					woolen trousers	&	tunic				
					linen undershirt						
					woolen cloak						
					leather belt						
S Universa			Mastery 10		(Int) ening (Wis)		<u>12</u> % 24%		her Skills	Maste	
K Acting (L Animal H	ks, Cha) Iusbandry (V	Vis)			ervation (Wis)		<u> 29 </u> %		trap sarm trap	<u>20</u> 17	
Animal N	limicry (Wis)		17	% Orat	ion (Cha)		10 %		ck picking	24	
L Boating Cartogra				-/0	uasion (Cha) Pocket (Dex)		<u>10</u> % 42%		Idling	2422	_% %
Climbing	/Rappelling	(Str, Dex)	32	% Read	ding Lips (Int)		12 %		st talking	18	
	Affairs (Wis)				uiting (Cha) st Persuasion (Wis)		<u>10</u> %		rgery		/0 %
Diploma Disguise					e Use (Dex)		<u>12</u> % <u>14</u> %		vimming	13	

Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

10 _% 24 % 12 % 10 % 41 % 10 % 6 % 6 %

Salesmanship (Int, Wis, Cha) 10 % 12 % Scrutiny (Wis) % Seduction, Art of (Cha, Lks) 10 10 _% Skilled Liar (Cha) 47 % Sneaking (Dex) Survival (Wis, Con) 12 % Torture (Int) 12 % Tracking (Wis) 12 % † Mastery is equal to lowest relevant ability unless additional BP spent

70	naaling	_
%	fast talking	
%	forgery	
%		-
%	swimming	_
%	_cooking/baking	_
%	mathematics	
%		-
%		_
%		_
%		
%		-
%		_
BP spent		

43 _%

<u>19</u>%

%

%

%

%

* Cartography is Universal for those with the Literacy skill

Character:		Class: Fighter	Level: <u>3</u>	_ Alignment: L	awful	HackMaster
	Age: 20 Height: _	-		Eyes:		Character Record
Patron God(s):	(Anoi	nted? Y 🗆 N 🗅) Hand	edness: <u>Righty</u>	Experience 1200	For Next Level: 2nd = 400 3rd = 1200 4th = 2200	Quick References
13 / 63 % ST	R DMG. +1 FEAT +4 MOD. OF STR. +4	LIFT 230 Ib CARRY 7 (LBS) CARRY 7	1 lb Drag 575 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 10 Listening Check: 10
10/14 _%	ATTACK O Mod.				8TH = 8700 9TH = 11,200	Feat of Strength: d20p+4 Turn Undead:

	10 / 40 %	WIS	INIT +2 DEFENSE MENTAL SAVING Mod. Mod. Throw Bonus
S	13 / 71 %	DEX	INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF +4 MOD. MOD. THROW BONUS +1 AGILITY
ABILITIES	14 / 44 $_{\scriptscriptstyle\%}$	CON	Physical Saving +1 Throw Bonus
AB	8 / 69%	LKS	
	10 / 13%	СНА	TURNING MOD. n/a MORALE MOD. 0
	36		HON Average HON PENALTY ≤9
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session
			Category of Fame:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly

Сом	BAT P R	OFILE V	итн М	elee W	EAPON	#1: <u> </u>	ongswo	rd	
LEVEL	ABILITIES	SPECIAL	ANON TALENTS	RACIAL	ARNOR	SHIFLD	MAGIC		Total
+1	+1	+2						Attack Bonus	+4
		-2						Speed	-2
	+2				+1			Initiative	+3
	+2	+2			-3	+6		Defense	+7
	+1	+2						Damage	+3
Base W	/eapon S	peed:	10	Base	Weapon	Damage	e: 2d8	p Reach:	31/2'
Special Attack Speed Defens Damag	e	+1 • (x B • (x B • (x B • (x B) • (x B)	P) P)	+2 (2x BP) (2x BP) (2x BP) (2x BP)		x BP) x BP) x BP)	\bigcirc (4x BP) \bigcirc (4x BP) \bigcirc (4x BP) \bigcirc (4x BP) \bigcirc (4x BP)	O(5x BP) O(5x BP)	
Notes:									



	ne
Wea	por
Ran	ges

Missile

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

61H = 4830 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
SPEED INIT 8 14 +7 -4 +7 -4 -4 -4 -4 -5 -7 -7 -7
combat profile for: longsword
n/a M n/a d12p+1
REACH

combat profile for: javelin



Turn Undead:

3 +2

+5

Μ

2d4p+1

SPEED

7

1'

REACH

INIT +3

QAA

3

TOP

combat profile for:

Previous Hit Point Roll 6	Luck Points	Threshold of Pain	Accumulated Building Points 1
Body: studded lea Shield: medium	Armor Worn <u>ather</u> (damage re (+ <u>6</u> defense,	duction = $\frac{3}{6}$) absorbs $\underline{6}$ hp)	Fatigue Factor
DAMAGE TRACKER -2			

HIT POINTS: 39

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASU	RE STOWED	(in packs	bags, etc.)					PROFICIENCIES			
TRADE CO		СР	SP	GP	LOCATION			light, mediu	m & he	eavy armor, shield, lor	ngsword, dagger,
		4	45							ing, Laborer, Phalanx	
GEMS:						QUIRKS & FLAWS	_				
GEINIS.							nac	"magic" charm	to nto	otect him/herself)	
						Sterile	ius	magic cham	10 pic		
JEWELR	v •									······	· · · · · · · · · · · · · · · · · · ·
JEWELK	1.								-		
						TALENTS & RACIAI	LA	BILTIES	BENI	FITS:	
	VALUABLES	•									·····
UTHER	VALUADLES	•									
											<u></u>
				. 1		1					
Langua Kalama		IVIA	STERY LEV 68	EL L	ITERACY MASTERY						
			00	-							·····
				_							·····
				_							
				_		Mundane Item		Location	Enc.	Mundane Item I	ocation Enc.
				_		studded leathe	ra		Line.	trail rations (3 days)	
						medium shield				"lucky" magic charm	on string
Magic I	tems or Spe	ell Comp	onent(s)		Effects/Notes					quiver, javelin	
						longsword					
						dagger				<u>3 javelins</u>	
						whetstone					
						50' hemp rope					
						leather boots					
						woolen trouser	s 8	tunic			
						linen undershir	t				
						woolen cloak					
						leather belt					
						2 small belt por	ucł	าคร			
						backpack					
						wineskin (2 qua					
								cap.)			
S U	niversal Sl	kills		Master	y [†] Law (9_%		her Skills	Mastery
	cting (Lks, C			8	_% Lister	ning (Wis) rvation (Wis)		<u>10</u> % 10%		praisal (arms & armor)	19%
AI	nimal Husk nimal Mim		Vis)	10		rvation (Wis) on (Cha)		<u> 10 %</u> 8 %	ric	ling (equine)	14%
L Bo	Dating (Wis)			13	-/* I	asion (Cha)		8 %			%
	artography			0		ocket (Dex)		<u>13</u> %			%
	imbing/Ra urrent Affa		(Str, Dex)	22 10		ing Lips (Int) Iiting (Cha)		<u> </u>			%
Di	iplomacy (Cha)		18	_% Resis	t Persuasion (Wis)		18 %			%
	isguise (Int,			8		Use (Dex)		<u> 19 %</u>			%
	istraction (scape Artis			8		manship (Int, Wis, Cha) iny (Wis)		<u>8%</u> 15%			%
Fi	re-Building	(Wis)		10	_% Sedu	ction, Art of (Cha, Lks)		<u> 13 </u> %			%
G	lean Info. (I	nt, Wis, Cha)	8	_% Skille	d Liar (Cha)		8 %			%
	iding (Int, Do Iterrogatio		0	<u> </u>		king (Dex) val (Wis, Con)		<u>13</u> % 21%			%
	timidation		7	17	_% Tortu	Val (Wis, Con) re (Int)		<u> </u>			%
	Imping (Str)			13	o/	ing (Wis)		10 %			%

* Cartography is Universal for those with the Literacy skill

Character:			Class:	Fighter	Level: 3	Alignment:	EQ:
Race: Dwarf	Gender:	Age: 55	Height:	_ Weight:	Hair:	Eyes:	8
Patron God(s):			(Anointed? Y 💷	N 🗅) Handedness:	Righty		Cho

	14 / 26 %	STR	Dмg. Mod.	+2	Feat of Str	+5	Lift (lbs)	235 lb	Carry (lbs)	77 lb	Drag (lbs)	588 lb
	8 / 56%	INT	Attack Mod.	-1								
	9 / 52 _%	wis	Init Mod.	+3		Defense Mod.	-1					
S	10 / 06 %	DEX	Init Mod.	+2		Attack Mod.		Dei Mo	ENSE			
ABILITIES	18 / 13 %	CON										
AB	7 / 50%	LKS										
	8 / 97%	СНА	Turning	Mod								
	32		HON Window	, A	/erag	е		ON Penal Indow	^{TY} ≤	9		
	Honor		Honor E	Bonus	es or I	PENALTIES:	+1 to	o a die ro	ll per se	ession		

EXPERIENCE	FOR NEXT LEVEL:	Quick References
1200	2ND = 400	Observation Check: 10
	3rd = 1200	Listening Check: 10
	4TH = 2200	Feat of Strength: d20p
	5тн = 3400	Turn/Cmd Undead:
2' REACH	M 3 d3p+4 9 5 AVE be for weapon #1	SPEED INIT 8 study +5 0 +3 M 3 2d6p+2 9 reach save combat profile for weapon #2

Armor Worn Body: studded leather (damage reduction = <u>3</u>) Shield: <u>medium</u> (+ <u>6</u> defense, absorbs <u>6</u> hp)

Accumulated **Building Points**

Сом	COMBAT PROFILE WITH WEAPON #1: battle axe										
Left Ashift's second the provide the part of the part									Total		
+1	-1	+2	+1					Attack Bonus	+3		
		-2	-1					Speed	-3		
	+5				+1			Initiative	+6		
	-1	+1	+1		-3	+6		Defense	+4		
	+2	+2	+1					Damage	+5		
Base V	Veapon Sj	peed: _1	2	Base Weapon Damage:			e:4d3p	Reach:	3′		
	lization					3					
Attack		• (x Bl	P) (• (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)			
Speed		• (x Bl	P)	• (2x BP)	О(3	x BP)	O (4x BP)	O (5x BP)			
Defens	Defense		P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)			
Damag	ge	• (x Bl	P) (• (2x BP)	О(3	x BP)	O (4x BP)	O (5x BP)			
Notes:											



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 45

	Ροιντς	Days to Heal			Points	Days to Heal
Wound #1			W	/ound #6		
Wound #2			W	/ound #7		
Wound #3			W	/ound #8		
Wound #4			W	/ound #9		
Wound #5			W	/ound #10		

PREVIOUS HIT POINT ROL	.: 7	1	SPELLS AVAILABLE				
		LEVEL					
		Appr.					
		Jrnym.					
	(Star	1					
		2					
	\geq	3					
	- A	4					
Luck Points	Threshold of Pain	5					

SPELLS MEMORIZED*



*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



aracter Record

d20p+5

TREASURE STOWED	(in packs	, bags, etc.)				PROFICIENCIE	5	
Trade Coins	СР	SP	GP	LOCATION			light, medi	um & heavy	armor, shield, battle axe,
	5	28					warhamme	r, light cros	sbow, Hiking/Roadmarching,
							Laborer, Ph	alanx Fighti	ng
G EMS:						FLAWS		Role-PLA	NYING NOTES:
					Miserly				
					Facial S	car			
JEWELRY:									
					TALENTS	& RACIAL A	BILTIES	BENEFITS	:
OTHER VALUABLES	:				Attack E	Bonus (bat	tle axe)		
					Defense	Bonus (ba	attle axe)		
					Parry Bo	onus (battl	e axe)		
					Swiftbla	de (battle	axe)		
						ht Vision			
LANGUAGES	M	ASTERY L		LITERACY LEVEL	+6 savir	ng throw b	onus vs. mag	ic & poison	
Dwarven	IV	69		9					
Kalamaran		19							
						Mundan	e ltem	Location	Mundane Item Location
						studded	l leather armo	or	standard rations (1 week)
						medium	n shield		mess kit
						battle a	xe		6 iron spikes
Magic Items or S	pell Cor	nponent	t(s)	Effects/N	otes	warham	imer		wool blanket
						whetsto	ne		light crossbow
Minor Healing F	Potion					50' hem	p rope		quarrel case (hunting)
						leather l	boots		20 light bolts
						woolen	trousers & tu	nic	
						linen un	dershirt		
						woolen	cloak		
						leather l	belt		
						2 small l	belt pouches		
						knapsac	:k		
						wineski	n (2 quart cap).)	
							ons (3 days)		
L									
S Universal S	kills		Master	yt Law (Int)		8_%	Other S	Skills Mastery

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

aste	rv [†]	Law (Int)
7	%	Listening (\
9	%	Observatio
9	%	Oration (Ch
9	%	Persuasion
8	%	Pick Pocket
9	%	Reading Lip
9	_%	Recruiting
8	_%	Resist Persu
8	_%	Rope Use ([
8	_%	Salesmansl
8	%	Scrutiny (W
12	_%	Seduction,
8	_%	Skilled Liar
8	%	Sneaking (
8	%	Survival (Wi
15	_%	Torture (Int)
14	_%	Tracking (w

stening (Wis)	10
bservation (Wis)	10
ration (Cha)	8
ersuasion (Cha)	8
ck Pocket (Dex)	9
eading Lips (Int)	8
ecruiting (Cha)	8
esist Persuasion (Wis)	8
ope Use (Dex)	19
lesmanship (Int, Wis, Cha)	8
crutiny (Wis)	15
eduction, Art of (Cha, Lks)	7
killed Liar (Cha)	8
neaking (Dex)	9
urvival (Wis, Con)	9
orture (Int)	8
acking (Wis)	9

%

%

%

%

%

%

%

%

_%

%

_% %

%

%

%

%

%

appraisal (arms & armor)	<u>13</u> %
mining	%
_cooking/baking	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED	(in packs,	bags, etc.)				Γ	PROFICIEN	CIES			
TRADE COINS	СР	SP	GP	LOCATION				light, me	dium & heav	vy a	rmor, shield, longs	word
	8							dagger				
												· · · · · · · · · · · · · · · · · · ·
							Ľ					
GEMS:					QUIRKS &	FLAWS			Role-P	LAY	ING NOTES:	
					Fear of H	Heights			_			
					Prematu	irely Gray						
JEWELRY:												
					TALENTS &	& RACIAL A	BI		Benefi	TS:		
OTHER VALUABLES:					Turn Un							
OTHER VALOABLES.					Fast Hea							
						lesistant						
					Illusion I	Resistant						
					15% cha	ince to det	te	ct lies				
[+4 savin	g throw b	0	nus vs. sp	ells that mis	lea	d	
	Μ	ASTERY L	EVEL	LITERACY LEVEL								
Kalamaran	<u> </u>	81		37								
						Mundane			Location		Mundane Item	Location
								eather ar	mor		wineskin (2 quart	
	<u> </u>					medium					trail rations (3 day	'S)
Magia Itama ay C			-()	Effects/N	-	longswo	oro	d			divine icon	
Magic Items or S	pencor	nponeni	L(S)	Ellects/N	oles	dagger						
						<u>50' hemp</u>		rope				
						<u>6 torche</u>						·····
						flint & st						
						leather b						·····
						woolen t	tr	ousers &	tunic			
						linen un	d	ershirt				
						woolen o	cl	oak				
						leather b	c	elt				
						2 small b	c	lt pouch	es			
						knapsac	k					
<u></u>												
										-		

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†] 32 % 18 % 18 % 22 % 14 % 9 % 18 % 15 % 14 % % 35 9 % 25 % 14 % 9 % 14 % 21 % 10 %

22 Law (Int) 34 Listening (Wis) Observation (Wis) 27 Oration (Cha) 15 15 Persuasion (Cha) 9 Pick Pocket (Dex) 14 Reading Lips (Int) 15 Recruiting (Cha) Resist Persuasion (Wis) 41 Rope Use (Dex) 9 Salesmanship (Int, Wis, Cha) 14 Scrutiny (Wis) 18 Seduction, Art of (Cha, Lks) 13 15 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 8 14 Torture (Int) 18 Tracking (Wis)

Religion (Courts of Justice)
Divine Lore
History, Ancient
Riding (equine)
I

Mastery

45 %

37 %

31 _%

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Other Skills

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* Cartography is Universal for those with the Literacy skill

Char	acter:				Cla	ss: Cleric	l	evel: <u>3</u>	Alignment:	<u>Neut</u> ral Good	HackMaster
Race	: Human	Sex:	Age: 22	2 Height	t:	_ Weight:	Hair: _		_ Eyes:		Character Record
Patro	on God(s): <u>Ca</u>	regiver		(Ar	nointed? \	′■ N□) Han	idedness: <u>Ri</u>	<u>ghty</u>	Experience 1200	For Next Level: 2ND = 400 3rd = 1200 4th = 2200	Quick References
	12 _/ 19	5TR	Dмg. Mod.	+1 Feat + of Str. +	⊢1 Lift (lbs)	215 lb Carry (LBS)	56 lb ^{Drag} 53 (LBS) 53	38 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: -20 Listening Check: 11
	9 / 12		Attack Mod.	-1						8тн = 8700 9тн = 11,200 10тн = 14,150	Feat of Strength: d20p+1 Turn Undead: d20p+7
	13 / 45	wis	Mod.		D.	THROW BON	IUS		SPEED	INIT	SPEED INIT
IES	10 / 02	Mex DEX			Defense Mod.	0 DODGE SAV THROW BO	VING 0 FEAT OF NUS AGILITY	0		0 +5	10 stree +5
ABILITIES	13 _/ 33		PHYSICAL S THROW BC	Saving +1 DNUS					+4	м з 🎾	n/a Mn/a
A	7 _/ 67								2'	8p+d6p+1 6	d6p+d4p
╞	14 / 68	KHA		Mod. +4		ORALE MOD. +2	0		REACH	file for mace	Combat profile for sling
	38			Average		ON PENALTY INDOW ≤		P	REVIOUS	Luck	Threshold Accumulated
ł	Honor	_	CATEGORY		LTIES: $+1$ to	o a die roll per se	ssion		T POINT ROLL 4	Points	of Pain Building Points
	Fame	Mora	ale: $lacksquare$ Hero	OFearless	OBrave	OSteady ON	ervous OCow		odv: studded lea	Armor Worn ther(damage_re	duction = 3)
Сог	MBAT P ROFIL							Sł	ield: medium	(+ <u>6</u> defense,	absorbs <u>6</u> hp) 0
LEVEL	ABUTES SP	CONTRAT LUENTS	RACIAL BOIL	ARMOR SHIELD	MAGIC		TOTAL				
+1	-1		-			Attack Bonus Speed	0	н	IT POINTS: 3	3	
+1	+3 +1			+1 -3 +6		Initiative	+5		Ро	INTS DAYS TO HEAL	POINTS DAYS TO HEAL
	+1 +1		-	-3 +0		Defense Damage	+4 +1		ound #1		Wound #6
Base	Weapon Speed	. 11	Base We	apon Damage	e:d8p+d	6pReach:	2′		ound #2 ound #3		Wound #7 Wound #8
Speci	ialization	+1	+2	+3	+4	+5			ound #4		Wound #9
Attao) (2x BP)	O (3x BP)	O (4x BP				ound #5		Wound #10
Spee			(2x BP)	O (3x BP)	O (4x BP						
Defe Dam) (2x BP)) (2x BP)	O (3x BP) O (3x BP)	O (4x BP) O (4x BP)					SPELLS (MEMORIZED	SPELLS IN BOLD)
	5		(27 DI)	(JX DI)) (5/ 6/)		LEVEL	Spe	aLL(s) Base BP Rar	nge Area Speed Duration Damage
Note	S:										
Cor	MBAT PROFIL	E WITH MI	ISSILE WE	APON: sli	ng			JOURNEY			
		10 ⁴	- MUS	°						e Trivial Wound e Minor Wound, Bless	
LEVEL	ABILITIES SP	ECALUATION TALENTS	RACIALBONU	ARMOR SHIELD	MAGIC			2		a Uguan	
		The	6 ^b	AR. Shi	MA		TOTAL	4		<u></u>	
+1	-1					Attack Bonus Speed	0	5	~		
+1	+3			+1		Initiative	+5	6	~		
\vdash						Damage					
Pat	Wear D. F. 1	0	D 14/	anon Derrit	aller i el 4.			8			
1	Weapon RoF: _1	+1	+2	apon Damage +3	#4 +4	+5		9	0		
Atta) (2x BP)	(3x BP)	(4x BP	_		10	0		
1) (2x BP)	O (3x BP)	O (4x BP				PELL POINTS		
Dam	0) (2x BP)	O (3x BP)	O (4x BP				DINT TRACKER		
						7		1			
	Missile	Distan	ce (ft)	Attack	Die	Myopia Range					
	Weapon	5 - 40)	d20	р	41': -1 Attao 61': -2 Attao					00 0000 00000
	Ranges	41-80		d20p)- 4	81': -3 Atta					
		81-120		d20p	o-6	101': -4 Atta	ack	JINGLES			
			<u>,</u>	d20p		121': -5 Atta		*Clerics d	o not have Appren	ice or Journeyman level spi	ells nor do they employ Spell Points. Deal with it.
		121-160)	uzup] 141': -6 Atta	ack		rr m	,	

TREASURE STOWE	D (in packs,	bags, etc.)				Γ	PROFICIENC	IES		
TRADE COINS CP SP GP LOCATION								light, me	dium & heavy	armor, shield, staff,	sling, mace
	7	12									
Gems:	•				QUIRKS 8	k FLAWS	_		Role-PLA	YING NOTES:	
					Needy	-					
					Myopia				_		
JEWELRY:											
					TALENTS	& RACIAL A	BI	LTIES	BENEFITS	:	
OTHER VALUABLES	5:				Turn Un					· · · · · · · · · · · · · · · · · · ·	
					Immune	e to Fear			+1 bonu	is to allies' fear saves	(10' r)
							-		_		
					J						·····
	М	ASTERY LI	EVEL L	ITERACY LEVEL							
Kalamaran		67		32					_		·····
						Mundan	e	ltem	Location	Mundane Item	Location
								eather arr		wineskin (2 quart	
			<u> </u>			medium	15	shield		trail rations (3 days)	
						staff				divine icon	
Magic Items or 3		nponent	:(s)	Effects/N	otes	mace					
Healing Salve (9						<u>6 torche</u>	S			-	
Potion of Sleep						flint & st	e	el			
						leather b	bo	oots			
								ousers & t	unic	-	
						linen un				-	
						woolen				-	
						leather b				-	
						2 small k backpac		elt pouche	25	-	
										-	
						woolen mess kit		Ialikel		-	
										-	

S K Ι Ι L S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) -8 (7) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) -33 (7) % Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†]

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13 %

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8 %

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23 %

8 %

13 %

12 %

12 %

8 Law (Int) 11 (16) % Listening (Wis) Observation (Wis) -20 14 Oration (Cha) 14 Persuasion (Cha) <u>-53 (7) %</u> Pick Pocket (Dex) Reading Lips (Int) 8 27 Recruiting (Cha) Resist Persuasion (Wis) 13 7 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 20 23 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 7 14 Skilled Liar (Cha) Sneaking (Dex) -33 (7) % Survival (Wis, Con) 13 8 Torture (Int) 13 Tracking (Wis)

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Other Skills	Mastery
Religion (Church of Everlasting Hope)	%
First Aid	<u> 45 %</u>
Cooking/Baking	%
Divine Lore	<u> 32 %</u>
Swimming	%
Carpentry/Woodworking	<u>18</u> %
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs,	bags, etc.)				PR	OFICIENCI	ES		
TRADE COINS	СР	SP	GP	LOCATION			lig	ht, mec	lium & heavy	armor, shield, scim	itar, knife
	10	22									
G ЕМS:					QUIRKS 8				Deve Dra	YING NOTES:	
GEMS:					Glutton				KOLE-PLA	YING NOTES:	
						s: Pollen					· · · · · · · · · · · · · · · · · · ·
JEWELRY:											
					TALENTS	& RACIAL A	BILTI	S	BENEFITS:		
OTHER VALUABLES	:					n of Actior				e of any bond & immune t	o spells that
									restrict/inh	ibit movement	
					Hit Poin	t Bonus			<u> </u>		
					Damage	e Bonus (So	cimi	tar)			
LANGUAGES	М	ASTERY LI	EVEL L	ITERACY LEVEL							
Kalamaran		72	<u> </u>	24							
										i	
			<u> </u>			Mundan			Location	Mundane Item	Location
						studded			lor	wineskin (2 quart	
			<u> </u>			medium		eld		trail rations (3 days)	
Magic Items or S	Snell Cor	nnonent	-(s)	Effects/N	otes	<u>scimitar</u> knife				divine icon	
Strength of Iron		nponent	.(3)	Linceto, it		50' hem	n roi	00			
¥						knife					· · · · · · · · · · · · · · · · · · ·
						leather k	poot	s			
						woolen			unic		
						linen un					
						woolen	cloa	k			
						leather k	oelt				
						2 small b	oelt	pouche	s		
						knapsac	k				
										1	

11	_%
13	%
13	_%
13	_%
19	_%
-7 (8)	_%
21	_%
12	_%
9	_%
12	_%
9	_%
13	_%
9	_%
-32 (8)	_%
27	_%
12	_%
15	%
	13 13 13 19 -7 (8) 21 12 9 12 9 12 9 13 9 -32 (8) 27 12

Universal Skills

Mastery[†]

11 %

9 Law (Int) 8 (13) % Listening (Wis) Observation (Wis) 13 Oration (Cha) 12 12 Persuasion (Cha) -52 (8) <u></u>% Pick Pocket (Dex) 19 Reading Lips (Int) 12 Recruiting (Cha) Resist Persuasion (Wis) 19 Rope Use (Dex) 8 Salesmanship (Int, Wis, Cha) 9 Scrutiny (Wis) 13 Seduction, Art of (Cha, Lks) 11 12 Skilled Liar (Cha) -32 (8) % Sneaking (Dex) Survival (Wis, Con) 15 % 9 Torture (Int) 24 Tracking (Wis)

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Other Skills	Mastery
Religion (Face of the Free)	%
Animal Training (dogs)	%
First Aid	%
Divine Lore	%
Lock Picking	5 (15) %
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Mage	_ Level: _3 Alignment:	HackMa
Race: Human Gender: Age: 31	Height: Weight:	Hair: Eyes:	The series
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: _	Righty	Character

	7 / 03 %	STR	Dмg. Mod.	-2	Feat of Str.	-5	Lift (lbs)	149	lb	Carry (lbs)	36 lb	Drag (lbs)	373 lb
	13 / 43 %	INT	Attack Mod.	+1									
	10 / 14 $_{\scriptscriptstyle \%}$	WIS	Init Mod.	+2		Defense Mod.							
ES	11 / 63 %	DEX	Init Mod.	+1		Attack Mod.	0		Defi Mot		+1		
ABILITIES	11 / 45 %	CON											
AB	11 / 13 %	LKS											
	13 / 62 %	СНА	TURNING	Mod).								
	38		HON Window	A	verage	9		ON Pe Indow		^Y ≤	9		
	Honor		Honor B	ONU	ses or P	ENALTIES:	add	+1 to	any	single	die roll	per se	ssion

Experience 1200	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400	Quick References Observation Che Listening Check Feat of Strength Turn/Cmd Under	: 22 : d20p-5			
SPEED 13 11 0 8 8 7 REACH	INIT +5 +1 1 d4p+1 5 SAVE	SPEED 20 50 +1 n/a 2d6p REACH	INIT +5 n/a 5 SAVE			
combat profi roll d20p defe	le for staff ense die vs. 1 attack; d	combat profile for d20p-4 thereafter	lt. crossbow			
	Armor Worn					
Body: thick	r obes (damage	e reduction = <u>1</u>)	Building Points			
Shield: none	(+ defens	se, absorbs hp)				

Record

Сом	bat P r	OFILE V	vітн W	EAPON	#1: <u>st</u>	aff			
LEVEL	ABILITIE	Speciality	ATION TALENTS	RACIAL	ARNOR	SHIEL	MAGIC		Total
	+1							Attack Bonus	+1
								Speed	
+2	+3							Initiative	+5
	+1				-1			Defense	0
	-2							Damage	-2
Base W	/eapon S	peed: _1	3	Base	Weapon	Damag	e:2d4p+	-3 Reach:	8′
Special	ization	+1		+2	+3	3	+4	+5	
Attack		O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Speed		O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Defens	se	O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Damag	ge	O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 28

	Points	Days to Heal		Points	Days to Heal	
Wound #1			Wound #6			
Wound #2			Wound #7			
Wound #3			Wound #8			
Wound #4			Wound #9			
Wound #5			Wound #10			

PREVIOUS HIT POINT ROL	L: 3	SPELLS AVAILABLE		
		LEVEL Appr. Jrnym.	Amp. Illumination, Fire Finger Candlelight, Tireless Run	
		1	Doze Frighten, Illusory Leather Armor	
	TO	3	Withstand Fire	
Luck Points	Threshold of Pain	4 5		

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Paco PD	Pango	Aroa	Spood	Duration	Damago
LEVEL	.,		капуе	Area	speed	Duration	Damage
APPRENTICE	Fire Finger						
JOURNEYMAN	Candleligh	nt					
1	Doze						
2	Illusory Le	ather Arı	nor				
3	Withstand	Fire					
4							
5							
TOTAL SPELL POINTS	260						
SPELL POINT TRACKER							
TENS OOOOC	0000	$\mathbf{O} \mathbf{O}$	000	O C	000	0 000	000
00000	0000	00 00	000	0 0	00		
SINGLES							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED) (in packs,	bags, etc.))				Pr	ROFICIEN	CIES	
Trade Coins	СР	SP	GP	LOCATION			d	agger, i	magical trans	cription, staff, crossbow
	3	14								
					,					
GEMS:					QUIRKS 8				Role-Pi	aying Notes:
					Absent Flatuler					
JEWELRY:					Flatuler					
					TALENTE	& RACIAL A			BENEFIT	
OTHER VALUABLES						Bonus vs.			DENEFII	5.
OTHER VALUABLES						Donus vs.	Spt			
										
LANGUAGES	м	ASTERY LI		LITERACY LEVEL	1					
Kalamaran	IVI	ASTERY LI 82	EVEL	51						
						Mundan	e lte	em	Location	Mundane Item Location
						thick rob	oes			woolen trousers & tunic
						dagger				linen undershirt
]	staff				woolen cloak
Magic Items or S		nponent	:(s)	Effects/N	otes	light cro	ssb	ow		leather belt
Potion of Buoya	ncy					quarrel o		e (hunti	ng)	2 small belt pouches
						20 bolts				knapsack
						<u>10 cand</u>				wineskin (2 quart cap.)
						<u>6 torche</u>				_ trail rations (3 days)
						flint & st				standard rations (1 week)
						10 page				signal whistle
						2 metal	scro	oll cases	5	wool blanket
						4 quills				chalk
						<u>6 oz. bla</u>				
						brass sig				
						leather b	000	ts		

S K I L S

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

Universal Skills

Master	.vt	Lav
11	_%	List
21	_%	Ob
9	_%	Ora
9	_%	Per
13	_%	Pic
5 9	%	Rea
9	%	Rec
13	_%	Res
13	_%	Rop
13	_%	Sal
11	_%	Scr
17	_%	Sec
19	_%	Ski
11	_%	Sne
9	_%	Sur
5	_%	Tor
5	_%	Tra

13 N (Int) 22 tening (Wis) servation (Wis) 20 13 ation (Cha) 13 rsuasion (Cha) 11 k Pocket (Dex) 13 ading Lips (Int) 13 cruiting (Cha) sist Persuasion (Wis) 14 11 pe Use (Dex) esmanship (Int, Wis, Cha) 19 19 rutiny (Wis) duction, Art of (Cha, Lks) 11 Iled Liar (Cha) 13 eaking (Dex) 11 rvival (Wis, Con) 9 13 rture (Int) 9 cking (Wis)

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Other Skills

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arcane lore	9	6
cooking/baking	<u> 19 </u> 9	6
reading lips	9	6
	9	6
	9	6
	9	6
	9	6
	9	6
	9	6
	9	6
	9	6
	9	6
	9	6

Mastery

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Proficiencies					
TRADE COINS CP SP GP LOCATION						short sword, staff, dagger, short bow,						
	7	12						magical tr	anscriptic	on		
							Ľ					
G EMS:						FLAWS			Role-	PLAYIN	NG NOTES:	
					Paranoi	d						
					Hard of	Hearing						
JEWELRY:												
					TALENTS	& RACIAL A	BII	LTIES	Benei	FITS:		
OTHER VALUABLES	:				Less Sle	ер			. <u> </u>			
						ain +50 Hid			n natural	terrair	n	
					i	onus (short						
						not (short l						
					+1 save	bonus vs.	sp	pells				
LANGUAGES	м	ASTERY L	EVEL	LITERACY LEVEL]							
Elven		74		51								
Kalamaran		42										
						Mundan	e	ltem	Location		Mundane Item	Location
						thick rob	be	S			woolen cloak	
						2 short s	5W	/ords			leather belt	
]	dagger					2 small belt pouch	es
Magic Items or S				Effects/N	otes	short bow				backpack		
Wand of Illumin	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart o	cap.)	
Scroll: Scorch						12 arrows				trail rations (3 days	5)	
						miner's lantern				wool blanket		
						<u>1 pint la</u>	ım	ip oil			spell book	
						flint & st	tee	el			spell components	
						4 pages	Ve	ellum				
						4 quills						
						2 oz. bla	icł	< ink				
<u></u>						leather b	bc	oots				
						woolen	tro	ousers & tu	unic			
						linen un	۱de	ershirt				
<u> </u>							_					
C Universal S	kille		Maste	Law (nt)			16 %	Oth	er Ski	lls	Mastery

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

Universal Skills

Mastery[†] Law (Int) 9 % Listening (Wis) 15 % Oration (Cha) 15 % 15 Persuasion (Cha) % 24 % 7 % 15 % Recruiting (Cha) 9 % 9 % Rope Use (Dex) 9 % 11 % Scrutiny (Wis) 24 % 9 % Skilled Liar (Cha) 19 % Sneaking (Dex) 9 % 7 % Torture (Int) 15 % Tracking (Wis)

16 7 % Observation (Wis) 20 % 9 9 % 11 Pick Pocket (Dex) 16 % Reading Lips (Int) 9 % Resist Persuasion (Wis) 22 % 11 Salesmanship (Int, Wis, Cha) 27 20 % Seduction, Art of (Cha, Lks) 9 9 16 % Survival (Wis, Con) 5 16 % 15 %

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arcane lore	%
history, ancient	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief	Level: <u>3</u>	Alignment:		HackMaster
Race: Human Sex: Age: 17	Height: Weight:	Hair:	_ Eyes:		Character Record
Patron God(s):	(Anointed? Y ❑ N ❑) Handednes	s: Righty	EXPERIENCE	For Next Level: 2ND = 400	

_										
	12 / 27 _%	STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb							
	15 / 26 %	INT	Attack +2 Mod.							
	9 / 00%	WIS	INIT +3 DEFENSE -1 MENTAL SAVING Mod. Mod. Throw Bonus							
ES	15 / 69 %	DEX	INIT -1 ATTACK +2 DEFENSE +3 DODGE SAVING +2 FEAT OF +8 MOD. +3 THROW BONUS +2 AGILITY +8							
ABILITIES	6 / 55%	CON	Physical Saving -2 Throw Bonus							
AE	11 / 76 %	LKS								
	12/15%	СНА	TURNING MOD. n/a MORALE MOD. +1							
	37		HON Average HON PENALTY ≤9							
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session							
			CATEGORY OF FAME:							
	Fame	Moral	Morale: Hero OFearless OBrave OSteady ONervous OCowardly							

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIFLD	WAGIC		TOTAL
	+4							Attack Bonus	+4
								Speed	0
-1	+2							Initiative	+1
	+2	+1 (+1)	+1 (+1)		-2			Defense	+4
	+1							Damage	+1
Base W	/eapon S	peed:1	0	Base	Weapon	Damage	e: 2d8	p Reach:	31/2'
Attack Speed Defens Damag	ie Je	$ \begin{array}{c} +1 \\ O(x BI \\$	P) C P) C P) C	(=,	O (3 O (3 O (3)	x BP) x BP)	+4 O (4x BP) O (4x BP) O (4x BP) O (4x BP)	O(5x BP) O(5x BP) O(5x BP)	
Notes:	Notes: 2 weapon style, secondary defense								



Weapon
Ranges

Missile

	Distance (ft)	Attack Die
n	5 -60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

3 Alignment:	– HackMaste
Eyes:	
	_ Character Reco
Experience 1200 FOR Next Level 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Quick References Observation Check: 27 Listening Check: 24 Feat of Strength: d20
SPEED INIT 10 Stress +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4	
SPEED INIT 20 Jurst H4 H4 Jurst H4 Jurst H4 Jurst Jurst Jurs	67
PREVIOUS HIT POINT ROLL 4	3 Threshold of Pain 9 Accumulated Building Point 1
Armor Worn Body: leather (damag Shield: (+ defei DAMAGE TRACKER2	
HIT POINTS: 26	
POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
Wound #1	Wound #6
Wound #2	Wound #7
Wound #3	Wound #8

Building Points 1

Fatigue Factor

d20p+1

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow SPECIALIANON RACIA BONUS ABILITIES TALENTS SHIFLD LEVEL MAGI TOTAL +4 Attack Bonus +4

Wound #9

Wound #10

Wound #4

Wound #5



TREASURE STOW	/ED (in packs	, bags, etc.)				٦	PROFICIENCIES					
TRADE COINS	СР	SP	GP	LOCATION			light armor, o	dagge	r, knife (melee),	longsword,	crossb	ow
	7	25										
GEMS:					QUIRKS & FLAWS							
					Greedy							
					Colorblind							
JEWELRY:												
					TALENTS & RACIA		BILTIES	ΒεΝΙ	EFITS:			
					Parry Bonus (lo	ngs	sword & dagge	r)				
OTHER VALUABL	ES:				Initiative Bonus							
									iking from behi	nd)		
									e on natural 18-			
					Backstab (dama	age	e dice penetrate	e on n	nax & max-1)			
	M	ASTERY LEV	EL LI		(
Kalamaran		70		25								
				·····								
					Mundane Item		Location	Enc.	Mundane Item	Locatio	n	Enc.
					leather armor				2 small belt po	ouches		
Magic Items or	Spall Comp	opont(c)		ffects/Notes	longsword				knapsack			
magic items or .	spell Comp	onent(s)	C	Inects/Notes	dagger				wineskin (2 qu	iart cap.)		
					- knife				trail rations (3			
					- thieves' tools				sheet of vellur			
					- 50' hemp rope				quill			
					- 6 torches				1 oz. ink			
					- flint & steel				light crossbow	/		
					-				hunting quarr	el case		
					_ <u>2 large canvas</u>	SdC	KS		20 bolts			
					_ leather boots							
					- woolen trouser		tunic					
					_ linen undershir	t			<u> </u>			
					_ woolen cloak							
					leather belt							
S Universa	l Skills		Master	v† Law	' (Int)		15%	Ot	her Skills		Maste	ry
Acting (Lks	s, Cha)		19	_% List	ening (Wis)		24 %	di	sarm trap		26	_%
Animal Hu	usbandry (\ imicry (Wis)		9		ervation (Wis) tion (Cha)		<u>27</u> % <u>12</u> %	ga	ambling		21	_%
I Animal M L Boating (M L Cartograp Climbing/ Current A			9	- / -	Suasion (Cha)		12 %		ck picking		46	_%
T Cartograp	hy* (Int)		17		Pocket (Dex)		%	ID	trap		15	_%
S Climbing/	Rappelling	(Str, Dex)	<u>32</u> 9		ding Lips (Int) ruiting (Cha)		<u> 15 %</u> 12 %					_%
Current A Diplomac			12		ist Persuasion (Wis)		<u> 12 %</u> 17 %					_%
Disguise (Int, Cha)		25	_% Rop	e Use (Dex)		28 %					_%
Distractio			<u> 12</u> 23		smanship (Int, Wis, Cha)		<u>18</u> %					_%
Escape Ar	tist (Int, Dex)		0	_% Scru	itiny (Wis)		<u> 16 %</u>					%

* Cartography is Universal for those with the Literacy skill

Fire-Building (Wis)

Hiding (Int, Dex)

Jumping (Str)

Glean Info. (Int, Wis, Cha)

Interrogation (Wis, Cha)

Intimidation (Str, Cha)

9 %

9

45 %

9

12 %

12 %

%

%

Tracking (Wis)

Skilled Liar (Cha)

Survival (Wis, Con)

Sneaking (Dex)

Torture (Int)

Seduction, Art of (Cha, Lks)

9 % † Mastery is equal to lowest relevant ability unless additional BP spent

%

%

%

%

%

18

12 %

38 %

9 _%

15 %

Character:	Class: Thief	Level: _ 3	Alignment:		HackMa	ster
Race: Halfling Sex: Age: 33	Height: Weight: Ha	ir:	_ Eyes:		Character R	ecord
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness:	Righty	EXPERIENCE	For Next Level:		ecoru

	8 / 07 %	STR	DMG1 FEAT -3 LIFT 166 lb CARRY 20 lb DRAG 415 lb MOD. 0F STR. (LBS) (LBS) (LBS) (LBS)					
	12 / 37 %	INT	Attack +1 Mod.					
	12 / 63 %	WIS	Init +1 Defense +1 Mental Saving Mod. Mod. Throw Bonus					
ES	14 / 41 %	DEX	INIT 0 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +5 MOD. +2 MOD. +2 THROW BONUS +1 AGILITY +5					
ABILITIES	13 / 58%	CON	Physical Saving +1 Throw Bonus					
A	10 / 89 %	LKS						
	10 / 56%	СНА	TURNING MOD. n/a MORALE MOD. 0					
	36		HON Average HON PENALTY ≤9					
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session					
			CATEGORY OF FAME:					
	Fame	Morale: Hero OFearless OBrave OSteady ONervous OCowardly						

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL B	ARNOR	SHIFT	WAGE		Total
	+3	+1						Attack Bonus	+4
		-1						Speed	-1
-1	+1							Initiative	0
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9
	-1	+1	+1					Damage	+1
Base W	/eapon S	peed:	7	Base	Weapon	Damag	e: 2d4	P Reach:	1′
Specialization Attack Speed Defense		+1 • (x BI • (x BI • (x BI • (x BI	P) (P) (+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)	- (·	x BP) x BP) x BP)	+4 (4x BP) (4x BP) (4x BP) (4x BP) (4x BP)	(5x BP) (5x BP)	
	,	oon style	, seconda	ry defen	se	,	,	/	



Missile Weapo Ranges

2	Distance (ft)	Attack Die
on	5 - 20	d20p
S	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

Experience 1200	For Next Level: 2ND = 400 3rD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
SPEED 6 Strict +9 0' REACH dagger+dagg	Her
SPEED 7 Tarts n/a REACH	HA HA HA HA HA HA HA HA HA HA



S +122 2d4p+1 6 0' TOP REACH

dagger (with shield)



Luck Threshold Accumulated PREVIOUS of Pain 9 Points 23 HIT POINT ROLL **Building Points** 2 1 **Armor Worn Fatigue Factor** Body: leather (damage reduction = 2) (+ <u>5</u> defense, absorbs <u>5</u> hp) Shield: small +1 -2

HIT POINTS: 25

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED (in packs, bags, etc.)							PROFICIENCIES				
Trade Coins	CP	SP	GP	LOCATION			light armor, da	agger,	, knife (melee & throwi	ng), short	
	7	25					sword, shields				
GEMS:					QUIRKS & FLAWS						
					Quick Tempered						
					Pocking						
JEWELRY:											
					TALENTS & RACIAL	Ав	BILTIES	BENER	FITS:		
					Damage Bonus, F	² a	rry Bonus (dagg	ger)			
OTHER VALUABLES	:				Initiative Bonus (less using shield)		
					Rearward Strike (b	ypass 1 DR whei	n stril	king from behind)		
					Superior Defense	e (I	Near Perfect De	fense	on natural 18-19)		
					Backstab (damag	je	dice penetrate	on m	ax & max-1)		
					Halflings gain +5	0	Hiding bonus in	n natu	ıral terrain		
Languages Kalamaran	M/	ASTERY LEV 75	EL L I	teracy Mastery 28							
		75									
							· · · · · · · · · · · · · · · · · · ·				
					Mundane Item		Location E	Enc.	Mundane Item Loo	ation	Enc.
					leather armor				2 small belt pouches		
Magic Items or Sp	ell Comp	onent(s)	F	Effects/Notes	2 daggers				knapsack		
magic tierns of 5p	ch comp	onent(3)	L	Incets/Notes	3 throwing knive	es			wineskin (2 quart cap.)	
small shield +1					thieves' tools				trail rations (3 days)		
					30' hemp rope						
					6 candles						
					flint & steel						
					2 pieces of chalk						
					leather boots						
					woolen trousers	&	tunic				
					linen undershirt	<u>.</u>	Curric				
					woolen cloak						
					leather belt						
·								I			
S Universal S	kills		Master				12 %		er Skills	Maste	•
S Universal S Acting (Lks, C Animal Hust		A/ic)		_/ *	ning (Wis) rvation (Wis)		<u>24</u> % 29%	<u>ID t</u>	trap	24	_%

5
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S

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography [*] (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	4
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Master	vt	
10	%	
12	%	
17	%	
12	%	
12	%	
32	%	
12	%	
10	%	
10	%	
10	%	
24	%	
12	%	
10	%	
41 (01)	%	
10	%	
6	%	
6	%	

Law (Int)	12_%
Listening (Wis)	%
Observation (Wis)	<u> 29 %</u>
Oration (Cha)	<u> 10 %</u>
Persuasion (Cha)	<u> 10 %</u>
Pick Pocket (Dex)	42 (-18)%
Reading Lips (Int)	<u> 12 %</u>
Recruiting (Cha)	<u> 10 %</u>
Resist Persuasion (Wis)	<u> 12 %</u>
Rope Use (Dex)	<u> 14 %</u>
Salesmanship (Int, Wis, Cha)	<u> 10 %</u>
Scrutiny (Wis)	<u> 12 %</u>
Seduction, Art of (Cha, Lks)	<u> 10 %</u>
Skilled Liar (Cha)	<u> 10 %</u>
Sneaking (Dex)	<u>51 (11) %</u>
Survival (Wis, Con)	<u> 12 %</u>
Torture (Int)	<u> 12 %</u>
Tracking (Wis)	<u> 12 %</u>
† Mastery is equal to lowest relevant ability un	less additional BP spent

maste	• •
24	_%
39	_%
35	_%
22	_%
18	_%
19	_%
13	_%
43	_%
19	_%
	_%
	_%
	_%
	_%
	24 39 35 22 18 19 13 43

* Cartography is Universal for those with the Literacy skill

Character:		Class: Fighter Level: 4	Alignment: L	awful	HackMaster
		Age: 20 Height: Weight: Hair:	Eyes:		Character Record
Patron God(s):		(Anointed? Y □ N □) Handedness: <u>Righty</u>	Experience 2200	For Next Level: 2nd = 400 3rd = 1200 4th = 2200	Quick References
13 / 67 %	STR	DMG. +1 FEAT +4 LIFT 230 lb CARRY 71 lb DRAG 575 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 10 Listening Check: 10
10 / 16 %	INT	Attack 0 Mod.		8тн = 8700 9тн = 11,200 10тн = 14,150	Feat of Strength: d20p+4 Turn Undead:

	10 / 46 %	WIS	INIT +2 Mod.	DEFEN MOD.		Mental Saving Throw Bonus			
ES	13 / 74 $_{\%}$	DEX	INIT 0 Mod.	Аттаск Mod. +1	Defense +2 Mod.	Dodge Saving Throw Bonus	+1 FEAT OF AGILITY	+4	
ABILITIES	14 / 49 $_{\scriptscriptstyle\%}$	CON		Physical Saving +1 Fhrow Bonus					
AB	8 / 69%	LKS							
	10 / 19%	СНА	TURNING MOI	D. n/a	Morale	Mod. 0			
	49		HON A	Verage	HON PE Window				
	Honor				s: +1 to a die	e roll per session	,		
			Category of Fame:						
	Fame	Moral	e: • Hero) Fearless ()	Brave OSte	eady ONervou	us OCowai	rdly	

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1												
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIFLD	WAGIC		TOTAL			
+2	+1	+2					+1	Attack Bonus	+6			
		-2						Speed	-2			
	+2				+1			Initiative	+3			
	+2	+2			-3	+6		Defense	+7			
	+1	+2					+1	Damage	+4			
	/eapon S		10				e: 2d8		31/2'			
Special Attack Speed Defense Damag	e	+1 • (x B • (x B • (x B • (x B) • (x B)	P) P)	+2 (2x BP) (2x BP) (2x BP) (2x BP)	Q (3	x BP) x BP) x BP)	+4 O (4x BP O (4x BP O (4x BP O (4x BP) $O(5x BP)$) $O(5x BP)$				
Notes:												



Missile
Weapor
Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8



REACH SAVE combat profile for: javelin

combat profile for: dagger

+3

Μ

2d4p+1

SPEED

+5

7

1'

REACH

r

INIT

QRE

3

TOP

+3



combat profile for: horseman's mace

Previous Hit Point Roll 6	Luck Points	Threshold of Pain 15	Accumulated Building Points
Body: studded lea Shield: medium DAMAGE TRACKER		e reduction = $\frac{3}{1}$) nse, absorbs $\frac{6}{1}$ hp)	Fatigue Factor

HIT POINTS: 39

	Points	Days to Heal		Points	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASURE	STOWED	(in packs,	bags, etc.)					Pro	FICIENCIES				
TRADE COINS		СР	SP	GP	LOCATION			ligł	nt, mediur	n & he	eavy armor, shield, long	sword, dag	ger,
		4	45					Hik	ing/Road	march	ing, Laborer, Phalanx Fi	ghting, jave	elin,
								hoi	rseman's n	nace			
GEMS:						QUIRKS & FLAWS	5						
						Superstitious	(has	s "mag	gic" charm	to pto	otect him/herself)		
						Sterile			<u> </u>				
JEWELRY:													
						TALENTS & RACI	Δι Δ		:	RENE	FITS:		
										DEN			
OTHER VAI	LUABLES:												
													
						┛							
LANGUAGE	S	Ma	STERY LEVI	EL L	ITERACY MASTERY	·]							
Kalamara	an		68	-									
						Mundane Item		Loca		Enc.		cation	Enc.
						studded leath		rmor			trail rations (3 days)		
Magic Iten	ns or Spe	ell Comp	onent(s)		Effects/Notes	medium shiel					"lucky" magic charm c	on string	
						<u>horseman's m</u>	ace				quiver, javelin		
longswo	ord +1					dagger					3 javelins		
						whetstone							
						50' hemp rope	2						
						leather boots							
						woolen trouse	ers 8	& tuni	c				
						linen undersh	irt						
						woolen cloak							
						leather belt							
						2 small belt po	oucl	hes					
						backpack							
						wineskin (2 gu	Jart	cap.)					
					1					-			
\mathbf{S}	versal Sk			Master	y [†] Law	(Int) ning (Wis)			<u>9 %</u> 0 %		her Skills	Master	-
	ng (Lks, Ch nal Husb		/is)	8		ervation (Wis)			0 %		praisal (arms & armor)	19	-
	nal Mimi		13)	16		ion (Cha)			8_%	ric	ling (equine)		_%
L Boat	ting (Wis)				_′° I	uasion (Cha)			8%				_%
T Carto	ography			0		Pocket (Dex)			<u>3</u> % 9%				_%
C CIIM	ibing/Rap ent Affai		(Str, Dex)	10		ling Lips (Int) uiting (Cha)			<u>9 </u> % !3 %				%
	omacy (C	, ,		24		st Persuasion (Wis)			<u>.5 %</u> 9 %				%
	juise (Int, i			8		e Use (Dex)			9 %				%
Distr	raction (C	Cha)		8	_% Sale	smanship (Int, Wis, Cha)			8_%				%
	pe Artist			9		tiny (Wis)			5_%				%
	Building		、 、	<u>10</u> 8		uction, Art of (Cha, Lks)			<u>8 %</u>				%
	i <mark>n Info.</mark> (In ng (Int, De)	0		ed Liar (Cha) aking (Dex)			<u>8 %</u> 3 %				_ ⁻⁷⁰
	rrogatior)	8		ival (Wis, Con)			<u> </u>				_% %
Intim	nidation	(Str, Cha)		17		ure (Int)			9_%				_ / _
Jum	ping (Str)			13	a/	king (Wis)		1	0 %				_%

 * Cartography is Universal for those with the Literacy skill

Character:			Class: _	Fighter	Level: 4	Alignment:	Ser.
Race: Dwarf	Gender:	Age: 55	Height:	Weight:	Hair:	Eyes:	C.
Patron God(s):			(Anointed? Y 🗆 N	N 🗆) Handedness:	Righty		Cha

14/35% STR DMG. +2 FEAT OF STR. +5 LIFT 235 lb CARRY 77 lb DRAG 588 8/57% INT ATTACK MOD. -1 10/03% WIS INT +2 DEFENSE MOD. DEFENSE MOD. 10/10% DEX INT +2 MOD. DEFENSE MOD.	
8 / 57 % INT Mod. -1 10 / 03 % WIS Init +2 Defense Mod. 10 - 10 DEF Init +2 Defense	lb
10/03 _% WIS Mod. +2 Mod.	
SI 10 / 10 % DEX MOD. +2 MOD. MOD.	
⁸ 7/50 _% LKS	
9/06% CHA TURNING MOD.	
45 HON Average HON PENALTY ≤11	
HONOR BONUSES OR PENALTIES: +1 to a die roll per session	

EXPERIENCE	For Next Level:	Quick References
2200	2ND = 400	Observation Check: 10
	3rd = 1200	Listening Check: 10
	4тн = 2200	Feat of Strength: d20p
	5тн = 3400	Turn/Cmd Undead:
SPEED 10 +5	+5 +5 M 4	SPEED INIT 9 x102 +5 +1 +2 M 4
2' REACH	d3p+5 TOP SAVE 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2	2d6p+2 1/2' REACH 2d6p+2 TOP SAVE 9 Combat profile for weapon #2

Armor Worn (damage reduction = $\underline{4}$) Body: ringmail Shield: <u>medium</u> (+ <u>6</u> defense, absorbs <u>6</u> hp)

Accumulated **Building Points**

COMBAT PROFILE WITH WEAPON #1: battle axe +1										
LEVEL	ABILITIES	SpECIALIZ	ATON TALENIS	RACIAL	ARMOR	SHIELD	MAGIC		Total	
+2	-1	+2	+1				+1	Attack Bonus	+5	
		-2	-1		+1			Speed	-2	
	+4				+1			Initiative	+5	
	0	+2	+1		-4	+6		Defense	+5	
	+2	+2	+1				+1	Damage	+5	
Base Weapon Speed: <u>12</u> Base Weapon Damage: <u>4d3p</u> Reach: <u>3'</u>										
Special	ization	+1		+2	+3	3	+4	+5		
Attack		🖲 (x BF	P)	(2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Speed		• (x BF	P)	(2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Defens	se	• (x BF	P)	(2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Damag	ge	• (x BF	P)	(2x BP)	О(3	x BP)	O (4x BP)	(5x BP)		
Notes:										



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 45

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

PREVIOUS HIT POINT ROLI	.: 7	1	SPELLS AVAILABLE		
		LEVEL			
			Appr.		
		-	Jrnym.		
			1		
	10		2		
	SIS		3		
	-10		4		
Luck Points	Threshold of Pain		5		

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 00	000	ОС	000	0 000	000
00000	0000	00 00	000	ОС	00		

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



racter Record

d20p+5

TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIEN	CIES			
TRADE COINS CP SP GP LOCATION							light, medium & heavy armor, shield, battle axe,					
	5 3	39						warham	mer, lig	bow, Hiking/Roadmarching,		
								Laborer,	ng			
							Ľ					
G EMS:					QUIRKS &	FLAWS			I	ROLE-PLAY	VING NOTES:	
					Miserly							
					Facial So	ar						
JEWELRY:							_					
					TALENTS	& RACIAL A	BI	LTIES	I	BENEFITS:		
OTHER VALUABLES:					Attack B	onus (batt	tl€	e axe)				
					Defense Bonus (battle axe)							
					Parry Bo	nus (battle	e	axe)				
					Swiftbla	de (battle	a	xe)				
					Low Lig	nt Vision						
1	M				+6 savin	g throw b	0	nus vs. m	nagic &	poison		
Languages Dwarven		ry Levei 69		LITERACY LEVEL 9								
Kalamaran		19										
						Mundan		ltem	loca	ation	Mundane Item Location	
						ringmail					standard rations (1 week)	
						medium		shield			mess kit	
						warham	ım	ner			6 iron spikes	
Magic Items or S	pell Compo	nent(s)		Effects/N	otes	whetsto	n	e			wool blanket	
						50' hem	р	rope			light crossbow	
Minor Healing P	otion					leather b	bc	oots			quarrel case (hunting)	
Battle Axe +1						woolen trousers & tunic 20 ligh			20 light bolts			
						linen un	ıd	ershirt				
						woolen	cl	oak				
						leather b	be	elt				
						2 small b	be	elt pouch	es			
						knapsac	:k					
						wineskir	n	(2 quart o	cap.)			
						trail ratio	ons (3 days)					
							-					
							_					

S K Ι Τ L S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mas	stei	y†	
		_%	
	9	_%	
	7 9 9 9	_%	
	9	_%	
	3	_%	
	9 9	_%	
		_%	
	3	_%	
	3	_%	
	3	_%	
	3	_%	
1	2	_%	
	3	_%	
	3	_%	
	3	_%	
1	5	_%	
1	4	%	

8 Law (Int) 10 Listening (Wis) Observation (Wis) 10 Oration (Cha) 8 8 Persuasion (Cha) 9 Pick Pocket (Dex) 8 Reading Lips (Int) 8 Recruiting (Cha) Resist Persuasion (Wis) 8 19 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 8 Scrutiny (Wis) 15 7 Seduction, Art of (Cha, Lks) 8 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 9 8 Torture (Int) 9 Tracking (Wis)

%

%

%

%

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%

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%

%

%

%

%

%

%

%

%

%

%

Other Skills

• • • • • • • • • • • • • • • • • • • •	
appraisal (arms & armor)	%
mining	%
cooking/baking	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

Mastery

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIEN	CIES			
TRADE COINS CP SP GP LOCATION								light, me	edium & heav	y armo	r, shield, long	sword
	8							dagger				· · · · · · · · · · · · · · · · · · ·
							L				-	
GEMS:					QUIRKS &				Role-Pi	AYING N	IOTES:	
					Fear of I	urely Gray						
JEWELRY:												
					Taurante	& RACIAL A			Procest			
0					Turn Un		BI	ILTIES	BENEFIT	5.		
OTHER VALUABLES:					Fast Hea							·····
						Resistant						·····
					Illusion	Resistant						
					20% cha	ance to de	te	ect lies				
					+4 savin	ng throw b	0	onus vs. s	pells that misl	ead		
Languages Kalamaran	М	astery L 81	EVEL	LITERACY LEVEL 37	Parry Bo	onus (long	s٧	word)				·····
		01										
						Mundan	e	ltem	Location	Mu	ndane Item	Location
						ringmail					eskin (2 quart	
						medium	1 5	shield		trail	rations (3 da	ys)
						longswo	or	ď		divi	ne icon	
Magic Items or Sp	oell Cor	nponent	t(s)	Effects/N	lotes	dagger				_		
Scroll: Endure Cold, End	lure Heat,	Bird's Eye	View, Com	mand		50' hem	р	rope		_		
						6 torche	es			_		
						flint & st	te	el		_		
						leather l	bo	oots		_		
						woolen	tr	rousers &	tunic	_		
						linen un	nd	lershirt		_		
						woolen	cl	loak		_		
						leather l	be	elt		_		
						2 small l	be	elt pouch	es	_		
						knapsac	:k			_		
										_		

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

32 %

18

18 %

22

14 %

9

18

15 %

14

35

9

25

14 %

9

14

21

10

%

%

%

%

%

%

%

%

%

%

%

%

Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

22	_%	Other Skills
34	_%	Religion (Courts of
27	_%	Divine Lore
15	%	
15	%	History, Ancient
9	_%	Riding (equine)
14	_%	
15	%	
41	%	
9	%	
14	%	
18	%	
13	%	
15	%	
9	%	
8	%	
14	%	
18	%	

		• •
ligion (Courts of Justice)	50	_%
vine Lore	41	_%
story, Ancient	31	_%
ding (equine)	25	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

Mastery

* Cartography is Universal for those with the Literacy skill


TREASURE STOWED) (in packs	, bags, etc.))				Γ	PROFICIENC	IES				
TRADE COINS	СР	SP	GP	LOCATION				light, me	dium & heavy	armor, shield, staff, sling, mace			
	7	12											
							L						
G EMS:					QUIRKS &	FLAWS			Role-PL	AYING NOTES:			
					Needy						_		
					Myopia			· · · · · · · · · · · · · · · · · · ·			_		
JEWELRY:													
						& RACIAL A	BI	LTIES	BENEFITS	•			
OTHER VALUABLES	:				Turn Un					us to allies' four saves (10' r)			
					Immune	e to Fear			+1 001	us to allies' fear saves (10' r)			
	М	ASTERY LE	EVEL L	ITERACY LEVEL									
Kalamaran		67		32									
						Mundan	_	ltom	Location	Mundane Item Location			
								eather arr		wineskin (2 quart cap.)			
						medium				trail rations (3 days)			
						staff				divine icon	quart cap.) (3 days)		
Magic Items or S	Spell Cor	nponent	(s)	Effects/N	otes	mace				Metal Scroll Case			
Healing Salve (9	uses)					6 torche	s			-			
Potion of Sleep						flint & st	e	el					
Scroll: Purify Foo	od, Thera	apeutic T	ouch			leather b	00	oots					
						woolen	tr	ousers & t	tunic				
						linen un	d	ershirt					
						woolen	cl	oak					
						leather b	oe	elt					
						2 small k	oe	elt pouche	es				
						backpack							
						woolen blanket			_				
						<u>mess kit</u>				_			

S K I Ι L $\overline{\mathbf{S}}$

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) -8 (7) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) -33 (7) % Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†]

7

13

13

22

8

13

14

8

14

7

23

8

13

12

12

Law (Int) % Listening (Wis) Observation (Wis) % Oration (Cha) % Persuasion (Cha) % % Pick Pocket (Dex) Reading Lips (Int) % % Recruiting (Cha) Resist Persuasion (Wis) % % Rope Use (Dex) % Salesmanship (Int, Wis, Cha) % Scrutiny (Wis) % Seduction, Art of (Cha, Lks) % Skilled Liar (Cha) Sneaking (Dex) % Survival (Wis, Con) % Torture (Int) % Tracking (Wis)

8_%	Other Skills
<u>11 (16) %</u>	Religion (Churc
<u>-20</u> %	First Aid
14%	<u> </u>
<u> 14 %</u>	Cooking/Baki
<u>-53 (7) %</u>	Divine Lore
%	Swimming
<u> 27 </u> %	
13 %	Carpentry/Wo
7 %	
%	
23%	
%	
14%	
-33 (7) %	
<u> 13 %</u>	
8%	
<u>13</u> %	

her Skills	Mastery	
eligion (Church of Everlasting Hope)	%	
rst Aid	<u>53</u> %	
ooking/Baking	<u>42</u> %	
ivine Lore	33%	
wimming	%	
arpentry/Woodworking	18%	
	%	
	%	
	%	
	%	
	%	
	%	
	%	

* Cartography is Universal for those with the Literacy skill

Char	acter:			(lass: Cleric	Le	evel: <u>4</u> Al	ignment: 🧕	Chaotic Good	HackMaster
Race	Human	_ Sex:	Age: 23	Height:	Weight:	Hair:	E	yes:		Chanactan Bacand
Patro	on God(s): <u>Tl</u>	he Guardiai	n	(Anointed	Y∎N□) Har	ndedness: <u>Rig</u>	E	xperience 2200	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200	Character Record
	15 _/ 57	str	Dмg. +3 Mod.	Feat +8 Lif of Str. (LB	267 lb Carry (LBS)	99 lb ^{Drag} 66	3 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 13 Listening Check: 08
	10 / 07	′ <u>"</u> INT	Attack Mod.						8тн = 8700 9тн = 11,200 10тн = 14,150	Feat of Strength: d20p+8 Turn Undead: no
	13 _/ 24	wis	INIT +1 Mod.	Mod.	THROW BON	IUS		SPEED	INIT	SPEED INIT
LIES		[′] [%] DEX	INIT +2 A		SE DODGE SA THROW BO		_	8	+3 +5	7 +1 +5
ABILITIES		% CON	Physical Savi Throw Bonus					+4	M 3	n/a M n/a
	11 _/ 39						-	3'	2d8p+5 5	d12p+3 5
┝	12/38	CHA	TURNING MOD HON WINDOW		MORALE MOD. +1 HON PENALTY MINDOW ≤1	11		REACH	file for scimitar	combat profile for javelin
	50 Honor			SES OR PENALTIES: +1			PREVIO	US	Luck	Threshold Scumulated
╞		\dashv _	CATEGORY OF					INT ROLL	Points	of Pain 12 Building Points 4
	Fame			DFearless OBrave		ervous OCowa	Body:	studded lea : medium	Armor Worn ther(damage_rec (+ <u>6</u> defense, a	duction = $\frac{3}{2}$) absorbs $\underline{6}$ hp)
LEVEL				of Shitip March				TRACKER		
+1	0 +	-1	~ × ×	+1	Attack Bonus Speed	ТотаL +3 -1	Ніт Р	POINTS: _3	3	
+1	+3 +1		+1	+6	Initiative Defense	+5 +4			INTS DAYS TO HEAL	POINTS DAYS TO HEAL
	+3	+1		+1	Damage	+5	Wound			Wound #6 Wound #7
	Weapon Speed			on Damage: 2d	neach	3′	Wound	#3		Wound #8
Speci Attac	alization	+1 (x BP)	_	+3 +4 (3x BP) O (4x I	+5 P) (5x BP)		Wound			Wound #9
Spee	-	. ,		(3x BP) O (4x I			Wound	1 #5		Wound #10
Defe	nse O) (x BP)) (2x BP) O	(3x BP) (4x B	P) (5x BP)				SPELLS (MEMORIZED	
Dam Note	5) (x BP)	(2x BP)	(3x BP) (4x B	P) (5x BP)		LEVEL			nge Area Speed Duration Damage
							APPRENTICE	<u> </u>		
Cor				ON: javelin			JOURNEYMAN		e Trifling Wound	
	,	TATION	RONUS				2		e Trivial Wound, Innocu	iousness
LEVEL	ABUTTES	PECHICATION TRENTS	RACIAL BONUS	OR SHIELD WACH		Total	3		inging	
+1	0	· · ·	, ₁ ,	1 12	Attack Bonus	+1	4	0 <u>Wa</u>	ll Walk	
					Speed	-1	5	O		
+1	+3		+1		Initiative	+5	6			
	+3				Damage	+3	7	0		
Base	Weapon RoF:	7	Base Weapo	on Damage: <u>d12p</u>			8	0 _		
Speci	alization	+1		+3 +4	+5		9	0		
Attao				(3x BP) (4x I			10	0 _		
	-			(3x BP) (4x I			TOTAL SPELL			
Dam	age C) (x BP) C) (2x BP) O	(3x BP) (4x I	(5x BP)		SPELL POINT T	RACKER		
<u> </u>	Missile	Dista	co (ft)	Attack Dia						
		Distan		Attack Die	_					00 00000 00000
	Weapon Banaes	5 - 30		d20p	_					00 00000 00000
1	Ranges	31-50		d20p-4			Singles			
		51-70		d20p-6						
		71-100		d20p-8			*Clerics do not	have Apprent	ice or Journeyman level spe	ells nor do they employ Spell Points. Deal with it.
			I		1		L			

TREASURE STOWER) (in packs,	bags, etc.))	-			PR	OFICIENC	IES		
TRADE COINS	СР	SP	GP	LOCATION			liq	ght, meo	lium & heavy	armor, shield, scimi	tar, knife,
	10	22					ja	velin			
Gems:					QUIRKS 8 Glutton				Role-Pla	YING NOTES:	
						s: Pollen					
JEWELRY:					Allergie	S. I Ollell					
						& RACIAL A		EC	BENEFITS:		
OTHER VALUABLES	•					n of Actior		23		e of any bond & immune to	o spells that
OTHER VALUABLES	•									ibit movement	<u> </u>
					Hit Poin	t Bonus					
					Damage	e Bonus (So	cimi	itar)			
LANGUAGES	м	ASTERV I P	VEL	ITERACY EVEL							
Kalamaran		72		24							
						Mundan	e lte	em	Location	Mundane Item	Location
						studded	lea	ther arn	nor	wineskin (2 quart	
			<u> </u>			medium	shi	eld		trail rations (3 day	/s)
						divine icon					
-		nponent	(s)	Effects/N	otes		p ro	ре		Quiver, javelins	
Strength of Iron Scimitar +1	Brew									4 javelins	
						leather k					
						woolen			unic		
						linen un					
·						woolen leather k					
						2 small k					
						knapsac		pouche	3		
						- KHapsac					

	mastery
Acting (Lks, Cha)	<u> 11 %</u>
Animal Husbandry (Wis)	<u>13</u> %
Animal Mimicry (Wis)	<u>13</u> %
Boating (Wis)	<u>13</u> %
Cartography* (Int)	<u> 19 %</u>
Climbing/Rappelling (Str, Dex)	7 (8) _%
Current Affairs (Wis)	<u>21 %</u>
Diplomacy (Cha)	<u> 12 %</u>
Disguise (Int, Cha)	9%
Distraction (Cha)	<u> 12 %</u>
Escape Artist (Int, Dex)	9%
Fire-Building (Wis)	<u>13</u> %
Glean Info. (Int, Wis, Cha)	9%
Hiding (Int, Dex)	-32 (8) %
Interrogation (Wis, Cha)	<u> 27 %</u>
Intimidation (Str, Cha)	<u> 12 %</u>
Jumping (Str)	<u> 15 %</u>

Universal Skills

Mastery[†]

Law (Int)	9	%
Listening (Wis)	8 (13)	%
Observation (Wis)	13	%
Oration (Cha)	12	%
Persuasion (Cha)	12	%
Pick Pocket (Dex)	-52 (8)	%
Reading Lips (Int)	19	%
Recruiting (Cha)	12	%
Resist Persuasion (Wis)	19	%
Rope Use (Dex)	8	%
Salesmanship (Int, Wis, Cha)	9	%
Scrutiny (Wis)	13	%
Seduction, Art of (Cha, Lks)	11	%
Skilled Liar (Cha)	12	%
Sneaking (Dex)	-32 (8)	%
Survival (Wis, Con)	15	%
Torture (Int)	9	%
Tracking (Wis)	24	%
+ Mastery is equal to lowest relevant ability up		

Mastery
34%
<u> 18 </u> %
%
%
<u>5 (15)</u> %
%
%
%
%
%
%
%
%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Mage	Level: _ 4 Alignment:	HackMa
Race: <u>Human</u> Gender: Age: <u>31</u>	_ Height: Weight:	Hair: Eyes:	
Patron God(s):	(Anointed? Y □ N □) Handednes	s: Righty	Character

	7 / 16%	STR	Dмg. Mod.	-2	Feat of Str	-5	Lift (lbs)	149 lb	Carry (lbs)	36 lb	Drag (lbs)	373 lb
	13 / 48%	INT	Attack Mod.	+1								
	10 / 16 $_{\scriptscriptstyle \%}$	WIS	Init Mod.	+2		Defense Mod.						
ES	12 / 02 %	DEX	Init Mod.	+1		Attack Mod.	+1	Dei Mo	ENSE	+1		
ABILITIES	11 / 53 %	CON										
AB	11 / 13 %	LKS										
	13 / 67 %	СНА	TURNING	Mod).							
	50		HON Window	A	verag	e		ON Penal NDOW	^{TY} ≤	11		
	Honor		Honor E	Bonu	ses or F	PENALTIES:	add +	⊦1 to an	y single	die roli	per se	ession

Experience 2200	For Next Level: 2ND = 400 3rd = 1200 4TH = 2200 5TH = 3400	<i>Quick References</i> Observation Che Listening Check Feat of Strength Turn/Cmd Unde	: 22 : d20p-5
0	1 1 1 1 1 1 1 1 1 1 1 1 1 1	SPEED 20 10 +2 n/a 2d6p REACH	n/a
combat profi roll d20p defe	le for staff ense die vs. 1 attack;	combat profile for d20p-4 thereafter	lt. crossbow
	Armor Worn robes (damag (+ defer	e reduction = <u>1</u>) ise, absorbshp)	Accumulated Building Points 9

Record

Сом	bat P r	OFILE V	vітн W	EAPON					
LEVEL	ABILITIE	Specific	ATION TALENTS	RACIAL	ARMOR	SHIFT	P WAGIC		Total
	+2							Attack Bonus	+2
								Speed	
+2	+3							Initiative	+5
	+1				-1			Defense	0
	-2							Damage	-2
Base W	/eapon S	peed: _1	3	Base	Weapon	Damag	je:2d4p-	-3 Reach:	8′
Special	ization	+1		+2	+3		+4	+5	
Attack		O (x B	P) 🤇) (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Speed		O (x B	P) () (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Defens	se	O (x B	P) () (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Damag	ge	O (x B	P) () (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 28

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

PREVIOUS HIT POINT ROL	L: 3	SPELLS AVAILABLE		
		Level Appr.	Amp. Illumination, Fire Finger Candlelight, Tireless Run	
	(5)	Jrnym. 1 2	Doze Frighten, Illusory Leather Armor	
	TO	3	Withstand Fire	
Luck Points	Threshold of Pain	4 5	Enfeeble, Memory Wipe (lesser)	

SPELLS MEMORIZED*

	SPELL(s) Base BP Range Area Speed Duration Damage Fire Finger
APPRENTICE	Candlelight
JOURNEYMAN	
1	Doze
2	Illusory Leather Armor
3	Withstand Fire
4	Enfeeble
5	
TOTAL SPELL POINTS	340
SPELL POINT TRACKER	
	00000 00000 00000 00000
00000	000000000000000000000000000000000000000
Singles	

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)							Pr	ROFICIEN	CIES		
TRADE COINS CP SP GP LOCATION						d	agger, I	magical tra	anscr	iption, staff, crossbow	
	3	14									
C									Devi	- D	we News
G EMS:					Quirks 8 Absent				KOL	E-PLA	ring Notes:
					Flatuler						·····
JEWELRY:											
					TALENTS	& RACIAL A	BILT	IES	BEN	EFITS:	
OTHER VALUABLES	:					Bonus vs.					
	-										
]						
LANGUAGES	M	ASTERY L	EVEL	LITERACY LEVEL]						
Kalamaran		82	<u> </u>	51							
				<u></u>							i .
						Mundan		em	Locatio	n	Mundane Item Location
						thick rok	oes				woolen trousers & tunic
						dagger					linen undershirt
Magic Items or S	Snell Con	nnonent	·(c)	Effects/N		staff					woolen cloak
Potion of Buoya		nponent	.(3)	Lifects/in	otes	light crossbow quarrel case (hunting)			leather belt		
						20 bolts			ng)		2 small belt pouches knapsack
						10 cand					wineskin (2 quart cap.)
						6 torche					trail rations (3 days)
						flint & st					standard rations (1 week)
						10 page		ellum			signal whistle
						2 metal			S		wool blanket
						4 quills			<u> </u>		chalk
						6 oz. bla	ck i	nk			
						brass sig	gnal	mirror			
						leather b	000	ts			
											1

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

Universal Skills

Master	.vt	Lav
11	_%	List
21	_%	Ob
9	_%	Ora
9	_%	Per
13	_%	Pic
5 9	%	Rea
9	%	Rec
13	_%	Res
13	_%	Rop
13	_%	Sal
11	_%	Scr
17	_%	Sec
19	_%	Ski
11	_%	Sne
9	_%	Sur
5	_%	Tor
5	_%	Tra

13 N (Int) 22 tening (Wis) 20 servation (Wis) 13 ation (Cha) 13 rsuasion (Cha) 11 k Pocket (Dex) 13 ading Lips (Int) 13 cruiting (Cha) sist Persuasion (Wis) 14 11 pe Use (Dex) esmanship (Int, Wis, Cha) 19 19 rutiny (Wis) duction, Art of (Cha, Lks) 11 Iled Liar (Cha) 13 eaking (Dex) 11 rvival (Wis, Con) 9 13 rture (Int) 9 cking (Wis) + Mastery is equal to lowest relevant ability unless additional BP spent

%

%

%

%

%

%

%

%

%

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%

%

%

%

%

%

%

%

Other Skills

		- /
arcane lore	42	_%
cooking/baking	19	_%
reading lips	20	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

Mastery

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)						PROFICI	ENCIES			
TRADE COINS CP SP GP LOCATION						short s	sword, s	staff, dagg	jer, short bow,	
	7	12					magic	al trans	cription	
G EMS:					QUIRKS &				Role-Pla	ying Notes:
					Paranoi					·····
					Hard of	Hearing				
JEWELRY:										
						& RACIAL A	BILTIES		BENEFITS:	
OTHER VALUABLES					Less Sle					
						ain +50 Hic		us in na	atural terr	ain
					i	onus (short				
						hot (short				
						bonus vs.	spells			
LANGUAGES	М	ASTERY L	EVEL	LITERACY LEVEL]					
Elven		74		51						
Kalamaran		42								
						Mundan		Lo	cation	Mundane Item Location
						thick rol	bes			woolen cloak
						2 short s	words			leather belt
]	dagger				2 small belt pouches
Magic Items or S				Effects/N	otes	short bow			backpack	
Wand of Illumina	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart cap.)
Scroll: Scorch						_ <u>12 arrows</u>				trail rations (3 days)
						miner's	antern			wool blanket
						<u>1 pint la</u>	mp oil			spell book
						flint & st	eel			spell components
						4 pages	vellum			
						<u>4 quills</u>				
·						<u>2 oz. bla</u>	ck ink			
						leather l	poots			
						woolen				
						linen un	dershirt			
										I
	cilla.		Maste	t law	Int)		16	%	Other S	kills Mastery

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

Universal Skills

Mastery[†] Law (Int) 9 % Listening (Wis) 15 Observation (Wis) % Oration (Cha) 15 % 15 Persuasion (Cha) % 24 % Pick Pocket (Dex) 7 Reading Lips (Int) % 15 % Recruiting (Cha) 9 % 9 % Rope Use (Dex) 9 % 11 % Scrutiny (Wis) 24 % 9 % Skilled Liar (Cha) 19 % Sneaking (Dex) 9 % Survival (Wis, Con) 7 % Torture (Int) 15 % Tracking (Wis)

16 % 7 % 20 % 9 % % 9 % 11 16 % 9 % Resist Persuasion (Wis) 22 % 11 _% Salesmanship (Int, Wis, Cha) 27 % 20 % % Seduction, Art of (Cha, Lks) 9 9 % 16 % 5 % 16 % 15 %

Other Skills	Mastery				
arcane lore	<u>52_</u> %				
history, ancient	37%				
	%				
	%				
	%				
	%				
	%				
	%				
	%				
	%				
	%				
	%				
	%				

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief	Level: 4	_ Alignment:		HackMaster
	_ Height: Weight: Ha		_ Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness:	KIGNTY	Experience	For Next Level: 2ND = 400	

	12 / 34 $_{\%}$	STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb (LBS) 215 lb (LBS) CARRY 56 lb (LBS) 2538 lb (LB						
	15 / 31 %	INT	Attack +2 Mod.						
	10 / 01 %	WIS	Init +2 Defense 0 Mental Saving Mod. Mod. Throw Bonus						
ES	15 / 79 _%	DEX	INIT -1 ATTACK +2 DEFENSE +3 DODGE SAVING +2 FEAT OF +8 MOD. HROW BONUS +2 AGILITY +8						
ABILITIES	7 / 37 %	CON	Physical Saving -1 Throw Bonus						
A	11/76 $_{\%}$	LKS							
	12/21%	СНА	TURNING MOD. n/a MORALE MOD. +1						
	49		HON WINDOW Average HON PENALTY WINDOW ≤11						
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session						
			CATEGORY OF FAME:						
	Fame	Morale: Hero OFearless OBrave OSteady ONervous OCowardly							

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	PACIAL	ARMOR	SHIELD	MAGIC		TOTAL
+1	+4							Attack Bonus	+5
								Speed	0
-1	+1							Initiative	0
	+3	+1 (+1)	+1 (+1)		-2			Defense	+5
	+1							Damage	+1
Base Weapon Speed: Base Weapon Damage:2d8p Reach:3½						31/2'			
Specialization Attack Speed Defense Damage		+1 (x B) (x B) (x B) (x B) (x B)	P) C P) C	+2) (2x BP)) (2x BP)) (2x BP)) (2x BP)	O (3 O (3	3 x BP) x BP) x BP) x BP)	$\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$	O(5x BP) O(5x BP)	
Notes:	2 weap	oon style	, seconda	iry defen	ise			. ,	



Missile Weapon Ranges

	Distance (ft)	Attack Die
n	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

$\frac{10}{12} + 5$ $\frac{1}{2} + 3$ $\frac{1}{2} + 5$ $\frac{1}{2} + 3$	eco k: 27 24 d20
EXPERIENCE 2200FOR NEXT LEVEL: 2ND = 400 3BD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 	k: 27 24 d20
2200 $2ND = 400$ $3RD = 1200$ $4TH = 2200$ $5TH = 3400$ $6TH = 4850$ $7TH = 6600$ $8TH = 8700$ $9TH = 11,200$ $10TH = 14,150$ $3FEED$ $10TH = 10$ $10TH = 1$	24 d20 INIT 0
$2200 \qquad 3RD = 1200 \\ 4TH = 2200 \\ 5TH = 3400 \\ 6TH = 4850 \\ 7TH = 6600 \\ 8TH = 8700 \\ 9TH = 11,200 \\ 10TH = 14,150 \end{cases}$ $Quick References \\ Observation Check : Eat of Strength: Turn Undead: \\ Feat of Strength: Turn Undead: \\ SPEED \\ 10 \\ +5 \\ 2 \\ 2 \\ 1/2 \\ REACH \\ 1/2 \\ 2 \\ REACH \\ 1/2 \\ 2 \\ 2 \\ 1/2 \\ 2 \\ 2 \\ 2 \\ 1/2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \\$	24 d20 INIT 0
$\frac{5TH = 3400}{6TH = 4850}$ $\frac{7TH = 6600}{8TH = 8700}$ $\frac{8TH = 11,200}{10TH = 14,150}$ $\frac{5PEED}{10}$ $\frac{1}{10}$ $\frac{1}$	24 d20 INIT 0
$ \begin{array}{c} \begin{array}{c} 6TH = 4850\\ 7TH = 6600\\ 8TH = 8700\\ 9TH = 11,200\\ 10TH = 14,150 \end{array} \\ \hline \end{array} \\ \begin{array}{c} \textbf{SPEED}\\ \textbf{10}\\ \textbf{10}$	d20
Feat of Strength: Turn Undead: Feat of Strength: Turn Undead: $Feat of Strength: Turn Undead: Feat of Strengt: Feat of Strength: Turn Undead: Feat of Strength: $	d20
$\frac{9\text{TH} = 11,200}{10\text{TH} = 14,150}$ Turn Undead: $\frac{\text{SPEED}}{10}$ $\frac{10}{10}$ $\frac{1}{10}$ 1	INIT 0
$\frac{10H = 14,130}{10}$ $\frac{SPEED}{10}$ $\frac{10H = 14,130}{10}$ $\frac{10H = 14,130}{10}$ $\frac{SPEED}{10}$ $\frac{10H = 14,130}{10}$ $\frac{10H = 14,130}{$	0
$\frac{10}{12} + 5$ $\frac{1}{2} + 3$	0
2d6p It. Crossbow	3 OP EF)
PREVIOUS Luck Threshold Accum	OP AVE
HIT POINT ROLL Points 24 of Pain 10 Buildin	ng Point
6 2	
Armor Worn Fatig	ue Fact
Body: leather (damage reduction = 2) Shield:(+ defense, absorbs hp) 2	
	NE
Ніт Роілтs: 29	
POINTS DAYS TO HEAL POINTS DAYS T	O HEAL
Wound #1 Wound #6	
Wound #2 Wound #7	
Wound #3 Wound #8	
Wound #4 Wound #9	

Building Points 2

Fatigue Factor

d20p+1

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow

Wound #5



Wound #10

TRADE COINS CP SP GP LOCATION light armor, dagger, knife (melee), longsword, crossbow 7 25 3 Image: Colored armony constraints of the second armo
7 25 3
GEMS: QUIRKS & FLAWS
Greedy
Colorblind
JEWELRY:
TALENTS & RACIAL ABILTIES BENEFITS:
Parry Bonus (longsword & dagger)
OTHER VALUABLES: Initiative Bonus (roll 1 die type lower)
Rearward Strike (bypass 2 DR when striking from behind)
Superior Defense (Near Perfect Defense on natural 18-19)
Backstab (damage dice penetrate on max & max-1)
LANGUAGES MASTERY LEVEL LITERACY MASTERY
Kalamaran 70 25
leather armor 2 small belt pouches
Magic Items or Spell Component(s) Effects/Notes Iongsword knapsack
dagger wineskin (2 quart cap.)
Potion of Sleep trail rations (3 days)
thieves' tools sheet of vellum
50' silk rope quill
<u>6 torches</u> 1 oz. ink
flint & steel light crossbow
2 large canvas sacks hunting quarrel case
leather boots 20 bolts
woolen trousers & tunic
woolen cloak
S Acting (Lks, Cha)Mastery [†] 19 %Law (Int)15 % Listening (Wis)Other SkillsMasteryUniversal Skills19 %Law (Int)15 % 24 %Other SkillsMastery
KActing (Lks, Cha)19Listening (Wis)24disarm trap54%Animal Husbandry (Wis)90Observation (Wis)27%gambling21%
Animal Mimicry (Wis) 9 % Oration (Cha) <u>12 %</u> Jack picking <u>50 %</u>
LBoating (Wis)9%Persuasion (Cha)12%lock picking50%LCartography* (Int)17%Pick Pocket (Dex)22%appraisal (gems & jewlery)28%
S Current Affairs 32 % Reading Lips (Int) 15 % appraisal (artwork) 24 %

	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	
Jumping (Str)	_

	Maste	ry†
	19	_%
	9 9	%
	9	%
	9	%
	17	%
)	32	%
	9	%
	12	%
	25	%
	12	%
	23	%
	9	%
	9	%
	49	%
	9	%
	12	%
	12	_%

Recruiting (Cha) <u>17</u>% Resist Persuasion (Wis) Rope Use (Dex) <u>28</u>% Salesmanship (Int, Wis, Cha) <u>18</u>% 16 % Scrutiny (Wis) % 18 Seduction, Art of (Cha, Lks) 12 % Skilled Liar (Cha) 45 % Sneaking (Dex) 9 % Survival (Wis, Con) 15 % Torture (Int) 9 % Tracking (Wis) † Mastery is equal to lowest relevant ability unless additional BP spent

other skins	mastery
disarm trap	%
gambling	%
lock picking	%
appraisal (gems & jewlery)	%
appraisal (artwork)	%
appraisal (textiles)	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: _4	Alignment: _		HackMaster
j	e: 33 Height: Weight: Hair:	Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>		For Next Level: 2ND = 400	

	8 / 16%	STR	DMG1 FEAT -3 LIFT 166 lb CARRY 20 lb DRAG 415 lb (LBS) (LBS)				
	12 / 40 %	INT	Attack +1 Mod.				
	12 / 71 _%	WIS	INIT +1 DEFENSE +1 MENTAL SAVING Mod. Mod. Throw Bonus				
ES	14 / 52 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +6 MOD. +2 MOD. +2 THROW BONUS +1 AGILITY +6				
ABILITIES	13 / 75 %	CON	Physical Saving +1 Throw Bonus				
AB	10 / 89 %	LKS					
	10 / 58%	СНА	TURNING MOD. n/a MORALE MOD. 0				
	49		HON WINDOW Average HON PENALTY WINDOW ≤11				
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session				
			CATEGORY OF FAME:				
	Fame	Moral	le: Hero OFearless OBrave OSteady ONervous OCowardly				

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARNOR	SHIFLD	MAGIC		Total
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-1	0							Initiative	-1
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9
	-1	+2	+1				+1	Damage	+3
Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'						1′			
Specialization +1		+2	+3	3	+4	+5			
Attack		🔵 (x Bl) C) (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Speed		• (x Bl	b) C) (2x BP)	O (3	x BP)	O (4x BP	$O(5 \times BP)$	
Defens		• (x Bl) (2x BP)	O (3	x BP)	O (4x BP		
Damag		• (x Bl		(2x BP)	O (3	x BP)	O (4x BP		
Notes:	2 weap	oon style	, seconda	ry defen	ise				



Missile Weapon Ranges

	Distance (ft)	Attack Die
n	5 - 20	d20p
S	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

2200	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
+9	Her
n/a	d6p

Quick References Observation Check: 29 Listening Check: 35 Feat of Strength: d20p-3 Turn Undead: SPEED INIT 6



dagger (with shield)



throwing knife

Previous Hit Point Roll 5	Luck Points 24	Threshold of Pain 10	Accumulated Building Points 1
Body: leather Shield: small +1	Armor Worn (damage red (+ <u>5</u>	duction = $\frac{2}{5}$) absorbs 5 hp)	Fatigue Factor
DAMAGE TRACKER -2			

HIT POINTS: 28

	Points	Days to Heal		Points	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED (in packs, bags, etc.)					PROFICIENCIES						
TRADE COINS	CP	SP	GP	LOCATION			light armor, da	igge	r, knife (melee & throwing), sho	t	
	7	25					sword, shields				
						L					
GEMS:					QUIRKS & FLAWS						
					Quick Tempered						
					Pocking						
JEWELRY:											
					TALENTS & RACIAL A	B	ILTIES	BENE	FITS:		
					Damage Bonus, Pa	ar	rry Bonus (dago	jer)			
OTHER VALUABLES	:				Initiative Bonus (ro	ol	ll 1 die type low	er u	nless using shield)		
					Rearward Strike (b	ру	pass 2 DR whe	n stri	iking from behind)		
					Superior Defense	(١	Near Perfect De	fense	e on natural 18-19)		
					Backstab (damage	e (dice penetrate	on m	nax & max-1)		
1					Halflings gain +50)	Hiding bonus ir	nat	ural terrain		
Languages Kalamaran	IVI	ASTERY LEV 75	EL LI	TERACY MASTERY 28							
		/5									
					Mundane Item		Location E	nc.	Mundane Item Location		Enc.
					leather armor				2 small belt pouches		
Magic Items or Sp	ell Comp	onent(s)	E	ffects/Notes	2 daggers				knapsack		
		(-)			3 throwing knives	5			wineskin (2 quart cap.)		
small shield +1					thieves' tools trail rations (3 c			trail rations (3 days)			
dagger +1					30' hemp rope						
E.					<u>6 candles</u>						
					flint & steel						
					2 pieces of chalk						
					leather boots	_					
					woolen trousers &	<u>k</u> t	tunic				
					linen undershirt						
					woolen cloak						
					leather belt						
						_	10 11				
S Universal S			Mastery 10	/† Law (In % Listeni	t) ng (Wis)		<u>12</u> % 35%		her Skills Mas		
K Acting (Lks, C Animal Husk		Vis)	12		vation (Wis)		29 %		trap 23 sarm trap 39	3	_% %
Animal Mim	icry (Wis)			% Oratio	n (Cha) Is ion (Cha)		<u>10</u> % <u>10</u> %		ck picking 4		_% %
Boating (Wis))		12	% Persua	SIGIT (Cha)		70				- / 9

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Acting (Lks, Cha)	10	_%
Animal Husbandry (Wis)	12	_%
Animal Mimicry (Wis)	17	_%
Boating (Wis)	12	%
Cartography* (Int)	12	%
Climbing/Rappelling (Str, Dex)	32	%
Current Affairs (Wis)	12	%
Diplomacy (Cha)	10	%
Disguise (Int, Cha)	10	%
Distraction (Cha)	10	%
Escape Artist (Int, Dex)	24	%
Fire-Building (Wis)	12	%
Glean Info. (Int, Wis, Cha)	10	%
Hiding (Int, Dex)	41 (01)	%
Interrogation (Wis, Cha)	10	%
Intimidation (Str, Cha)	6	%
Jumping (Str)	6	%

Law (Int)	<u> 12 %</u>	
Listening (Wis)	<u> 35 %</u>	
Observation (Wis)	<u> 29 %</u>	
Oration (Cha)	<u> 10 %</u>	
Persuasion (Cha)	<u> 10 %</u>	
Pick Pocket (Dex)	<u>42 (-18)</u> %	
Reading Lips (Int)	<u> 12 %</u>	
Recruiting (Cha)	<u> 10 %</u>	
Resist Persuasion (Wis)	<u> 12 %</u>	
Rope Use (Dex)	<u> 14 </u> %	
Salesmanship (Int, Wis, Cha)	<u> 10 %</u>	
Scrutiny (Wis)	<u> 12 %</u>	
Seduction, Art of (Cha, Lks)	<u> 10 %</u>	
Skilled Liar (Cha)	<u> 10 %</u>	
Sneaking (Dex)	<u>57 (17) %</u>	
Survival (Wis, Con)	<u> 12 %</u>	
Torture (Int)	<u> 12 %</u>	
Tracking (Wis)	<u> 12 %</u>	
† Mastery is equal to lowest relevant ability un	less additional BP s	pent

other skins	mastery
ID trap	28%
disarm trap	39%
lock picking	41%
riddling	22%
fast talking	18%
forgery	19%
swimming	13%
cooking/baking	43%
mathematics	19%
appraisal (sundries)	18%
	%
	%
(with shield)	%

* Cartography is Universal for those with the Literacy skill

Characte	er:			Class: Fighter	Level: _ 5	Alignment: L	awful	HackMaster
			Age: <u>21</u> Height:			Eyes:		Character Record
Patron G	od(s):		(Anoin	:ed?Y❑N❑) Hande	dness: <u>Righty</u>	Experience 3400	For Next Level: 2ND = 400 3rd = 1200 4th = 2200	Quick References
1	3 / 67 _%	STR	DMG. +1 FEAT +4 MOD. OF STR. +4	LIFT 230 Ib CARRY 71 (LBS)	lb ^{DRAG} 575 lb		5тн = 3400 6тн = 4850 7тн = 6600 8тн = 8700	Observation Check: 10 Listening Check: 10 Feat of Strength: d20p+4
	0 / 16%		Mod.	Mental Saving			9тн = 11,200 10тн = 14,150	Turn Undead:
	0 / 46 _% 3 / 74 _%		Mod. Mod.	THROW BONUS EFENSE +2 DODGE SAVING IOD. THROW BONUS	5 +1 Feat of Agility +4	SPEED 8	46 INIT +3	SPEED INIT 7 110- +3 +3
	4 / 49 _%	CON	Physical Saving +1 Throw Bonus			+6	→ 4	+4 M 4

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1									
	Ś	1	ATION TALENTS	. .	ONUS				
LEVEL	ABILITIES	SPECIAL	TALENT	RACIAL	ARMON	SHIFLD	MAGIC		TOTAL
+2	+1	+2					+1	Attack Bonus	+6
-1		-2			+1			Speed	-2
	+2				+1			Initiative	+3
	+2	+2			-4	+6		Defense	+6
	+1	+2					+1	Damage	+4
Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3½'									

TURNING MOD.

CATEGORY OF FAME:

HON

WINDOW

n/a

Great

MORALE MOD.

HON PENALTY

WINDOW 1 mulligan per session

HONOR BONUSES OR PENALTIES: +1 to a die roll per session

Morale: ●Hero ○Fearless ○Brave ○Steady ○Nervous ○Cowardly

0

≤13

LKS

CHA

8 / 69%

10/19%

62

Honor

Fame

Specialization	+1	+2	+3	+4	+5	
Attack	• (x BP)	(2x BP)	O (3x BP)	O (4x BP)	O (5x BP)	
Speed	• (x BP)	(2x BP)	🔾 (3x BP)	O (4x BP)	🔾 (5x BP)	
Defense	🔵 (x BP)	🔵 (2x BP)	🔾 (3x BP)	🔾 (4x BP)	🔾 (5x BP)	
Damage	🔵 (x BP)	• (2x BP)	🔾 (3x BP)	(4x BP)	O (5x BP)	
Notes:						



Missile
Weapon
Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

+6 M 4 +6 M 4 31/2' 2d8p+4 31/2' TOP REACH TOP SAVE	+4 +4 1' REACH combat profile f	
SPEED INIT 7 Jule +3 +3 M/a M n/a d12p+1 M/a D12p+1 SAVE COMPARENT Combat profile for: javelin	SPEED 10 +1 +4 11/2' REACH	4
PREVIOUS HIT POINT ROLL 7	Threshold of Pain 19	Accumulated Building Points 1
Armor Worn	$\frac{1}{4}$	Fatigue Factor



HIT POINTS: 46

	Points	Days to Heal		Points	DAYS TO HEAL
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASUR	RE STOWED	(in packs	bags, etc.)					ſ	PROFICIENCIES			
TRADE COI		СР	SP	GP	LOCATION				light, mediu	n & he	avy armor, shield, lo	ngsword, dagger,
		4	45						Hiking/Road	march	ing, Laborer, Phalanx	Fighting, javelin,
									horseman's r	nace		
								l				
GEMS:					·	QUIRKS & FLAWS						
							has	۶ "	'maaic" charm	to pto	otect him/herself)	
						Sterile		-				
JEWELRY	<i>(</i> :								·····			
						To sume 0 Do su				D		
						TALENTS & RACIA		AB	ILTIES	BENI	FITS:	
OTHER V	ALUABLES:	1										
									<u></u>			
						_		_				
LANGUA	GES	MA	STERY LEVE	a L	ITERACY MASTERY	7						
Kalama			68									
				_								
				-								
				_								
				_		Mundane Item			Location	Enc.	Mundane Item	Location Enc.
		<u> </u>		_		ringmail					trail rations (3 days)	
Magic It	ems or Spe	ell Comp	onent(s)		Effects/Notes	 medium shield					"lucky" magic charn	n on string
linagie ie	ienis or spe	en comp	onent(5)	1		horseman's ma	ice				quiver, javelin	
	vord +1					dagger					3 javelins	
1011930						whetstone						
						50' hemp rope						
						leather boots						
						-			•••••			
						woolen trouse		<u>x</u>	tunic			
						linen undershi	rt					
						woolen cloak						
						leather belt						
						2 small belt po	ucl	he	es			
						backpack						
						wineskin (2 qu	art	C C	ap.)			
<u> </u>		•••			vt Law	(Int)			9 %	0.4	her Skills	Mastery
	niversal Sl Cting (Lks, Cl			Master 8	% Law	ning (Wis)			<u></u>		praisal (arms & armor)	19 %
K An	nimal Husb		Vis)	10	_% Obs	ervation (Wis)			10 %		ling (equine)	21 %
	nimal Mimi			16	-/* I	ion (Cha)			<u>8%</u>			%
Bo	oating (Wis) artography			<u>13</u> 0	_/0	uasion (Cha) Pocket (Dex)			<u> </u>			%
	imbing/Raj		(Str, Dex)	22		ling Lips (Int)			9 %			%
	urrent Affai	irs (Wis)	(10	_% Recr	uiting (Cha)			27 %	-		% %
	plomacy (<u> </u>		st Persuasion (Wis)			23 %			% %
	sguise (Int, straction (8		e Use (Dex) smanship (Int, Wis, Cha)			<u>19</u> % 8%	-		
	cape Artist			9		tiny (Wis)			15 %			%
Fir	re-Building	(Wis)		10	% Sed	action, Art of (Cha, Lks)			8 %			%
	ean Info. (Ir)	0	_% Skill	ed Liar (Cha)			8_%			%
	ding (Int, De terrogatior			9		iking (Dex)			<u>13</u> % 21%			%
	timidation		<i>y</i>	17		ival (Wis, Con) Jre (Int)			<u>21 %</u> 9 %			%
	mping (Str)			13		king (Wis)			10 %			%

* Cartography is Universal for those with the Literacy skill

 Tracking (Wis)
 10_%

 † Mastery is equal to lowest relevant ability unless additional BP spent

Character:			Class: [Fighter	Level:	Alignment:	
Race: Dwarf	Gender:	Age: 56	Height:	Weight:	Hair:	Eyes:	
Patron God(s):			(Anointed? Y 🗆 N	□) Handedness:	Righty		(



		Character Record
Experience 3400	For Next Level: 6th = 4850 7th = 6600 8th = 8700	Quick References Observation Check: 10 Listening Check: 10 Feat of Strength: d20p+5
SPEED 10 50 21 +6	9TH = 11,200	Turn/Cmd Undead:
REACH combat profil	le for weapon #1	combat profile for weapon #2

Armor Worn Body: chainmail (damage reduction = 5)Shield: <u>medium +1</u> (+ <u>7</u> defense, absorbs <u>7</u> hp)

Accumulated **Building Points**

Сом	BAT P R	OFILE V	vітн W	EAPON			xe +1		
LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL	ARMOR	SHIEL	NARGIC		Total
+2	-1	+2	+1				+1	Attack Bonus	+5
-1		-2	-1		+2			Speed	-2
	+4				+2			Initiative	+6
	0	+3	+1		-5	+7		Defense	+6
	+2	+2	+1				+1	Damage	+6
Base V	/eapon S	peed: _1	2	Base	Weapon	Damag	e:4d3p	Reach:	3′
Special	ization	+1		+2	+3	3	+4	+5	
Attack		• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Speed		• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Defens	se	• (x Bl	P)	(2x BP)	• (3:	x BP)	O (4x BP)	(5x BP)	
Damag	ge	• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 51

	Points	Days to Heal			Points	Days to Heal	
Wound #1			\	Nound #6			
Wound #2			١	Nound #7			
Wound #3			\	Nound #8			
Wound #4			١	Nound #9			
Wound #5			١	Nound #10			

PREVIOUS HIT POINT ROLI	: 6	SPELLS AVAILABLE		
			LEVEL	
			Appr.	
			Jrnym.	
			1	
			2	
	\leq		3	
	-10		4	
Luck Points	Threshold of Pain		5	

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 00	000	ОС	000	0 0 0	000
00000	0000	00 00	000	ОС	00		
		l					

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.



TREASURE STOWED	(in packs,	bags, etc.)				ſ	PROFICIE	ENCIES			
TRADE COINS	СР	SP	GP	LOCATION			light, medium & heavy armor, shield, battle axe,					
	5	62						warhammer, light crossbow, Hiking/Roadmarching,				
								Labore	er, Pha	lanx Fight	ing	
							L					
G EMS:					QUIRKS &	FLAWS				Role-PL	AYING NOTES:	
					Miserly							
					Facial So	car						
JEWELRY:												
					TALENTS	& RACIAL A	BI	LTIES		BENEFITS	:	
OTHER VALUABLES	:				Attack B	onus (bat	tle	e axe)				
					Damage	Bonus (b	at	ttle axe)			
					Parry Bo	onus (battl	e	axe)				
					Swiftbla	de (battle	а	xe)				
						ht Vision						
LANGUAGES	м	ASTERY L	E\/EI	LITERACY LEVEL	+6 savin	ig throw b	0	nus vs.	magi	c & poison		
Dwarven	IVI	69	EVEL	9								
Kalamaran		19										
						Mundan	e	ltem	L	ocation	Mundane Item Location	
						chainma	ail				standard rations (1 week)	
						warham	m	her			mess kit	
						whetsto	n	e			6 iron spikes	
Magic Items or S	pell Con	nponent	t(s)	Effects/N	otes	50' hem	р	rope			wool blanket	
						leather b	bo	oots			light crossbow	
Minor Healing F	Potion					woolen	tr	ousers	& tun	ic	quarrel case (hunting)	
Battle Axe +1	. 1					linen un	d	ershirt			20 light bolts	
Medium Shield	+1					woolen	cl	oak				
						leather b	be	elt				
						2 small k	be	elt pouc	ches			
						knapsac	:k					
						wineskir	n	(2 quar	t cap.)		
						trail ratio	or	ns (3 da	ys)			

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	-
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

<u>7 %</u>

9 %

9

9

8

9

9

8

8

8

8

12 %

8

8 %

8 %

15 %

14 %

%

%

%

%

%

_%

%

%

%

%

Law (Int)
Listening (Wis)
Observation (Wis)
Oration (Cha)
Persuasion (Cha)
Pick Pocket (Dex)
Reading Lips (Int)
Recruiting (Cha)
Resist Persuasion (Wis)
Rope Use (Dex)
Salesmanship (Int, Wis, Cha)
Scrutiny (Wis)
Seduction, Art of (Cha, Lks)
Skilled Liar (Cha)
Sneaking (Dex)
Survival (Wis, Con)
Torture (Int)
Tracking (Wis)

appraisal (arms & armor)	13	_%
mining	29	_%
_cooking/baking	12	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

Mastery

Other Skills

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

8 %

10 %

10 %

8_%

8_%

9 %

8_%

8 %

8

<u>19</u>%

8_%

15 %

7_%

8 %

9 %

9 %

8_%

9 %

_%



TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIEN	NCIES			
TRADE COINS CP SP GP LOCATION						light, m	edium	& heavy	armor, shield, long	sword		
	8							dagger				
							ľ					· · · · · · · · · · · · · · · · · · ·
							Ľ					
GEMS:					QUIRKS &	FLAWS				ROLE-PLAY	/ING NOTES:	
					Fear of I	Heights						
						urely Gray						
JEWELRY:												
					TALENTS	& RACIAL A	BI			BENEFITS:		
OTHER VALUABLES	•				Turn Un							
OTHER VALUABLES	•				Fast Hea							
						Resistant						
						Resistant						· · · · · · · · · · · · · · · · · · ·
						ince to det	te	ct lies				· · · · · · · · · · · · · · · · · · ·
					1 1	g throw b			pells tl	nat mislea	ad	
	М	ASTERY LI	EVEL L	ITERACY LEVEL		onus, Parr						·····
Kalamaran		81		37			-					<u></u>
											1	
						Mundan		ltem	Loc	ation	Mundane Item	Location
						ringmail					wineskin (2 quart	
						medium					trail rations (3 day	ys)
						longswo	oro	d			divine icon	
Magic Items or S				Effects/N	otes	dagger						
Scroll: Endure Cold, E	ndure Heat,	Bird's Eye	/iew, Comm	and	·	50' hemp rope						
Potion of Invisibility						6 torches						
						flint & steel						
				leather boots								
					woolen trousers & tunic							
						linen un	d	ershirt				
						woolen	cl	oak				
						leather b	be	elt				
						2 small b	be	elt pouch	nes			
						knapsac	:k					
												· · · · · · · · · · · · · · · · · · ·

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

32 %

18

18 %

22

14 %

9

18

15

14 _%

35

9

25

14 %

9

14 %

21

10

%

%

%

%

%

%

%

%

%

%

%

Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

22	_%	Other Skills
34	_%	Religion (Courts of J
27	_%	Divine Lore
15	%	
15	%	History, Ancient
9	%	Riding (equine)
14	%	
15	%	
41	%	
9	%	
14	%	
18	%	
13	%	
15	_%	
9	%	
8	%	
14	%	
18	%	·

iner Skills	Mastery	
eligion (Courts of Justice)	<u> 55 </u> %	
ivine Lore	<u> 45 %</u>	
istory, Ancient	<u> 31 </u> %	
iding (equine)	%	
	%	
	%	
	%	
	%	
	%	
	%	
	%	
	%	
	%	

Mactory

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Γ	Proficie	NCIES			
TRADE COINS								light, m	nedium 8	& heavy a	armor, shield, staff,	sling, mace
	7	12										
Gems:		-	•		QUIRKS 8	FLAWS	_		F	Role-Play	ING NOTES:	
					Needy							
					Myopia							
JEWELRY:												
					TALENTS	& RACIAL A	BI	LTIES	E	BENEFITS:		
OTHER VALUABLI	s:				<u>Turn Un</u>							
					Immune					+1 bonus	s to allies' fear saves	s (10' r)
					Parry Bo	nus (mace	e)					
												·····
	Μ	ASTERY LI	EVEL	LITERACY LEVEL								
Kalamaran		67		32								
				·····		Mundan		ltem	loca	ation	Mundane Item	Location
						chainma			LUCC		wineskin (2 quart	
						medium	medium shield				trail rations (3 day	
	<u> </u>					staff				divine icon		
Magic Items or		nponent	:(s)	Effects/N	otes	mace					Metal Scroll Case	
Healing Salve						6 torches						
Potion of Sleep						flint & steel						
Scroll: Purify Fo	ood, Ther	apeutic	Touch			leather boots						
				woolen trousers & tunic								
					- 1 1			linen undershirt				
						woolen						
						leather b				·		·····
						2 small k			hes			
						backpack						
						woolen blanket						
						mess kit	t					

Acting (Lks, Cha)	7	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	-28 (7)	_%
Current Affairs (Wis)	13	_%
Diplomacy (Cha)	14	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	-33 (7)	_%
Interrogation (Wis, Cha)	13	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	12	_%

Universal Skills

Mastery[†]

8 Law (Int) <u>6 (16) %</u> Listening (Wis) Observation (Wis) -20 Oration (Cha) 14 14 Persuasion (Cha) <u>-53 (7) %</u> Pick Pocket (Dex) Reading Lips (Int) 8 27 Recruiting (Cha) Resist Persuasion (Wis) 13 7 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 20 31 Scrutiny (Wis) 7 Seduction, Art of (Cha, Lks) 14 Skilled Liar (Cha) Sneaking (Dex) -43 (7) % Survival (Wis, Con) 13 % 8 Torture (Int) <u>13 %</u> Tracking (Wis)

%

%

%

%

%

%

%

%

%

%

%

%

%

Other Skills	Mastery	,
Religion (Church of Everlasting Hope)	470	%
First Aid	53	%
Cooking/Baking	420	%
Divine Lore	340	%
Swimming	140	%
Carpentry/Woodworking	18	%
	(%
	(%
	(%
	(%
	(%
	(%
	(%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)					PR	OFICIENC	IES				
TRADE COINS CP SP GP LOCATION					light, medium & heavy armor, shield, scimitar, knife,						
10 22					jav	/elin					
Gems:			QUIRKS 8 Glutton				Role-Play	YING NOTES:			
				s: Pollen							
JEWELRY:			Allergie	s. i olien							
				& RACIAL A		.c	BENEFITS:				
OTHER VALUABLES:				n of Action				e of any bond & immune t	o spells that		
OTHER VALUABLES.					·			ibit movement			
			Hit Poin	t Bonus							
			Damage	e Bonus (So	cimi	tar)					
LANGUAGES MASTERY LE		ITERACY LEVEL									
Kalamaran 72		24									
				Mundan	e lte	m	Location	Mundane Item	Location		
				<u>chainma</u>	ail			wineskin (2 quart	cap.)		
				medium	n shie	eld		trail rations (3 day	ys)		
				knife				divine icon			
Magic Items or Spell Component	(s)	Effects/No	otes	50' hemp rope				Quiver, javelins			
Strength of Iron Brew				knife 4 javelins			4 javelins				
Scimitar +1				leather boots							
				woolen			unic				
				linen un							
				woolen		k					
				leather b							
				2 small k		pouche	25				
				<u>knapsac</u>	K						

	,
11	%
13	_%
13	_%
13	_%
19	_%
-27 (8)	_%
21	_%
12	_%
9	_%
12	_%
9	_%
13	_%
9	_%
-32 (8)	_%
27	_%
12	_%
15	_%
	13 13 19 -27 (8) 21 12 9 12 9 -32 (8) 27 12

Universal Skills

Mastery[†]

	9	%
Law (Int)		
Listening (Wis)	3 (13)	_%
Observation (Wis)	13	%
Oration (Cha)	12	%
Persuasion (Cha)	12	%
Pick Pocket (Dex)	-52 (8)	%
Reading Lips (Int)	19	%
Recruiting (Cha)	12	%
Resist Persuasion (Wis)	19	%
Rope Use (Dex)	8	%
Salesmanship (Int, Wis, Cha)	9	%
Scrutiny (Wis)	13	%
Seduction, Art of (Cha, Lks)	11	%
Skilled Liar (Cha)	12	%
Sneaking (Dex)	-42 (8)	%
Survival (Wis, Con)	15	%
Torture (Int)	9	%
Tracking (Wis)	24	%
† Mastery is equal to lowest relevant ability un	less additior	al BP spent

Other Skills	Mastery
Religion (Face of the Free)	<u> 39 </u> %
Animal Training (dogs)	<u> 18 </u> %
First Aid	%
Divine Lore	%
Lock Picking	-7 (18) %
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:			Class: <u>1</u>	Mage	_ Level: _5	Alignment:	÷.
Race: Human	Gender:	Age: 32	Height:	Weight:	Hair:	Eyes:	COR.
Patron God(s):			(Anointed? Y 🗆 N	□) Handedness:	Righty		Char

and all	-
HackMas	teres
CA Desic	120

Character Record

														_
	7 / 20 _%	STR	Dмg. Mod.	-2	Feat of Str	-5	Lift (lbs)	149	lb	Carry (lbs)	36 lb	Drag (lbs)	373 lk	b
	13 / 53 %	INT	Attack Mod.	+1										
	10 / 17 %	WIS	Init Mod.	+2		Defense Mod.								
ES	12 / 04 %	DEX	Init Mod.	+1		Attack Mod.	+1		Def Mo	ENSE D.	+1			
ILITI	11 / 60 %	CON												
AB	11 / 13 %	LKS												
	13 / 72%	СНА	Turning Mod.											
	73		HON Window	G	reat			ON PI INDOV		ry ≤	13			
								1 mulligan per session +1 to a die roll per session						
ABILITIES	11 / 60 _% 11 / 13 _% 13 / 72% 73	CON LKS	TURNING HON WINDOW	G	reat		W 1 mu	ulliga	ENALT V	ſŸ ≤ [°]	on			

EXPERIENCE	For Next Level:	Quick References						
3400	2ND = 400	Observation Ch	eck: 20					
	3rd = 1200	Listening Check	: 22					
	4TH = 2200	Feat of Strength	n: d20p-5					
	5тн = 3400	Turn/Cmd Unde	ad:					
8' REACH	init +4 +3 1 ddp+1 save save ile for staff ense die vs. 1 attack;	SPEED 20 30 43 43 70 43 43 43 43 43 43 43 43 43 43 43 43 43	n/a 5 TOP SAVE					
	Armor Worn							
Body: thick	robes (damag	e reduction = $\underline{1}$)	Building Points					
Shield: none	4							

Сом	bat P r	OFILE V	итн W	EAPON	#1: sta	aff			
LEVEL	ABILITIE	SPECIALI	ATION TALENT	RACIAL	ARMOR	SHIEL	MAGIC		Total
+1	+2							Attack Bonus	+3
								Speed	
+1	+3							Initiative	+4
	+1	+1	+1		-1			Defense	+2
	-2							Damage	-2
Base W	/eapon S	peed: _1	3	Base	Weapon	⁻³ Reach:	8′		
Special	ization	+1		+2	+3	3	+4	+5	
Attack		O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Speed		O (x Bl	P) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Defense		• (x Bl) () (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Damage		O (x Bl	P) () (2x BP)	O (3	O (3x BP)		O (5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 29

	Points	Days to Heal			Points	Days to Heal	
Wound #1			W	/ound #6			
Wound #2			W	/ound #7			
Wound #3			W	/ound #8			
Wound #4			W	/ound #9			
Wound #5			W	/ound #10			

PREVIOUS HIT POINT ROL	.: 1		SPELLS AVAILABLE			
		LEVEL Appr. Jrnym.	Amp. Illumination, Fire Finger Candlelight, Tireless Run			
		1	Doze Frighten, Illusory Leather Armor			
	2 Kar	3	Withstand Fire Enfeeble, Memory Wipe (lesser)			
Luck Points	Threshold of Pain	5	Entrancing Lightshow			

SPELLS MEMORIZED*

LEVEL	SPELL(s) Base BP Range Area Speed Duration Damage									
APPRENTICE	Fire Finger									
JOURNEYMAN	Candlelight									
1	Doze									
2	Illusory Leather Armor									
3	Withstand Fire									
4	Enfeeble									
5	Entrancing Lightshow									
TOTAL SPELL POINTS	430									
SPELL POINT TRACKER										
	00000 00000 00000 00000									
00000	000000000000000000000000000000000000000									
SINGLES										

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED)				Pro	FICIENC	IES					
Trade Coins	СР	SP	GP	LOCATION			dag	gger, r	nagical transo	ription, staff, crossbow		
	3	14										
										<u>.</u> .		
G EMS:					Quirks & Absent				Role-PL	aying Notes:		
					Flatulen							
JEWELRY:												
						& RACIAL A			BENEFITS	•		
OTHER VALUABLES	•					Bonus vs.			DENEFTIS	15:		
OTHER VALUABLES	•					nus (staff)		-				
LANGUAGES	м	ASTERY L	VFI I	LITERACY LEVEL					<u> </u>			
Kalamaran		82		51								
						Mundan	e Iten	n	Location	Mundane Item Location		
						thick rob	bes			woolen trousers & tunic		
			<u> </u>			dagger				linen undershirt		
]	staff				woolen cloak		
Magic Items or S		nponent	(s)	Effects/N	otes	light cro				leather belt		
Potion of Buoya						quarrel case (hunting)			ng)	2 small belt pouches		
Wand of Summo	oning (4	charges)			20 bolts				knapsack		
						10 cand				wineskin (2 quart cap.)		
						<u>6 torche</u>				trail rations (3 days)		
						flint & st				standard rations (1 week)		
						10 page				signal whistle		
						2 metal	scroll	cases		wool blanket		
<u></u>						4 quills	ckin			_ chalk		
							6 oz. black ink spell components					
						brass signal mirror leather boots				-		
							50015			-		

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Maste	ry [†]
11	%
21	%
9	%
9	%
13	_%
13 5 9	%
9	%
13	%
13	%
13	%
11	%
17	%
19	%
11	%
	%
9 5 5	%
5	_%

13 Law (Int) 22 Listening (Wis) Observation (Wis) 20 13 Oration (Cha) Persuasion (Cha) 13 11 Pick Pocket (Dex) 13 Reading Lips (Int) 13 Recruiting (Cha) Resist Persuasion (Wis) 14 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 19 19 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 Skilled Liar (Cha) 13 Sneaking (Dex) 11 Survival (Wis, Con) 9 13 Torture (Int) 9 Tracking (Wis)

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Other Skills

arcane lore	43	_%
cooking/baking	19	_%
reading lips	20	_%
		_%
		_%
		_%
		_%
		%
		_%
		_%
		%
		_%
		%

Mastery

* Cartography is Universal for those with the Literacy skill

Chai	racter:				Cla	ss: Mage	L	evel: 5	_ Alignme	nt:		Hackl	Master
Race	e: Elf	Sex:	Age: 2	20 Heigl	nt:	_ Weight:	Hair: _		Eyes:				
Patron God(s):					nointed? \	(□N□) Han	dedness: <u>Rig</u>	<u>ghty</u>	Experien 3400	21	DR NEXT LEVEL: ND = 400 RD = 1200	Characte Quick Refere	er Record
	8 / 09	5TR	Dmg. Mod. Attack		-3 LIFT (LBS)	133 lb CARRY (LBS) 39 lb DRAG (LBS) 415 lb				51 61 71	гн = 2200 гн = 3400 гн = 4850 гн = 6600 гн = 8700	Observatio Listening (Feat of Str	
	16 / 40		Mod.	+2							гн = 11,200 Отн = 14,150	Turn Unde	
	15 / 65 ₍	wis									INIT	SPEED	INIT
S	11 / 51	DEX	Init + Mod.	1 ATTACK 0 MOD.	Defense Mod.	+1 DODGE SAV THROW BOR	VING 0 FEAT OF NUS AGILITY	0	8	+3	+2		4 +2
ABILITIES	9 / 56		PHYSICAL THROW BO							+8	1	n/a	n/a
AB	11 / 13 g	LKS							WHITE IS	2d6p-	-1	20	d6p
	9 / 49	KHA	TURNING I	Mod.		orale Mod.			2' REA	сн	TOP SAVE	REACH	SAVE
	60		HON Window	Average	HC	ON PENALTY ≤1 INDOW	3				r short swords die vs. 1 attack;	combat profile d20p-4 thereafter	for short bow
	Honor	_		ONUSES OR PEN	ALTIES: +1 to	o a die roll per se	ssion		revious Iit Point Roi 1	์ โ	uck vints	Threshold of Pain 7	Accumulated Building Points
	Forme	Mora	le: • Hero	O Fearles:	OBrave (OSteady ONe		ardly			mor Worn		Fatigue Factor
	Fame							ody: thick	< robes	(damage re	duction = $\frac{1}{1}$)		
COMBAT PROFILE WITH MELEE WEAPON: 2 short swords Shield: none (+defense, absorbshp) -1													
LEVE	LEAST ROUTES SECONDATION RECEIPTION ROUTS REPORT SHEET WASH								-2				A NO
+1	+2		-			Attack Bonus Speed	+3	[s: <u>21</u>			
+1						Initiative	+2			Points [Days to Heal	Роілт	s Days to Heal
	+3 +1(x	(2) +1(x2)	+2	-1		Defense Damage	+8		Vound #1			Wound #6	
Base	Weapon Speed	. 8	Base We	apon Dama	ge:2d6p	5	2'		<u>Vound #2</u> Vound #3			Wound #7 Wound #8	
Spec			+2	+3	+4	+5			Vound #4			Wound #9	
Atta	-		(2x BP) (2x BP)	O (3x BP) O (3x BP)	O (4x BP) O (4x BP)				Vound #5			Wound #10	
Spee Defe	_			O(3x BP) O(3x BP)	O(4x BP) O(4x BP)			╽┍──└					
Dam	nage O	(x BP) O	(2x BP)	O (3x BP)	O (4x BP)) (5x BP)					ELLS (MEMORIZED		unation Demons
Note	es: 2 one-hande	ed weapons, de	efending w	/ secondary f	ighting style	2		LEVE APPREN	-	SPELL(S) Phantor	n Irritation, Sp	nge Area Speed D rinaina	uration Damage
								JOURNE				Alarm , Sense Magi	c Aura
	mbat P rofil				IOI L DOW			1	О	Scorch			
	ABILITIES SPE	CALUNON TALMS	RACIALBONU	10 ^R	<u>ې د</u>			2	0		jectile , Torchlic		
LEVE			RAC	ARMOR SHIE	P NAGIC		TOTAL	3	0 0		e, Rope Charri e, Skipping Betty	n, Veil of Darkness	
+1	+2	+1	-			Attack Bonus Speed	+4	5	Ö	Panic		meoun	
+1	+1					Initiative	+2	6	Õ				
						Damage	-2	7	О				
1	Weapon RoF: _1			eapon Damag	ge: 2d6p			8	0 0				
1.	_	-	+2 (2): PD)	+3 (3x BP)	+4	+5		9	0				
Atta Rate	_		(2x BP) (2x BP)	O(3x BP) O(3x BP)	○ (4x BP) ○ (4x BP)				SPELL POINTS	430			
1	_		(2x BP)	O (3x BP)	O (4x BP)				OINT TRACKER				
	Missile	Distant	(f+)	A	k Dia	1							
MissileDistance (ft)Attack DieWeapon5 - 50d20p										00 00000			
	Ranges				up p-4	-		(0000	000	000 000	00000000	
	2	51-80 81-120			р-4 р-6	-		SINGLES					
		81-120 121-150		d20	•	-		*Clerics	do not have Ap	oprentice or Jo	ourneyman level spe	ells nor do they employ Spe	ell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)								PROFICIENCIES			
Trade Coins	СР	SP	GP	LOCATION			short	sword,	staff, dagg	jer, short bow,	
	7	12					magio	cal tran	scription		
G EMS:					QUIRKS 8				Role-Pla	ying Notes:	
					Paranoi						
					Hard of	Hearing					
JEWELRY:											
					TALENTS	& RACIAL A	BILTIES		BENEFITS:		
OTHER VALUABLES:					Less Sle				<u> </u>		
									natural terr	ain	
					i	onus (short)			
						not (short l		<u> </u>			
					+2 save	bonus vs.	spells				
LANGUAGES	М	ASTERY L	EVEL	LITERACY LEVEL]			<u> </u>			
Elven		74		51	<u></u>						
Kalamaran		42									
						Mundan	e ltem	Lo	ocation	Mundane Item Location	
						thick rob	bes			woolen cloak	
						2 short s	words			leather belt	
						dagger				2 small belt pouches	
Magic Items or S				Effects/I	lotes	short bo	W			backpack	
Wand of Illumina	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart cap.)	
Scroll: Scorch						12 arrows				trail rations (3 days)	
Potion of Giantis	m					_ miner's lantern				wool blanket	
						1 pint la	mp oil			spell book	
						flint & st	eel			spell components	
						4 pages	vellum				
						4 quills					
						<u>2 oz. bla</u>	ck ink				
						leather k	poots				
						woolen	trouser	s & tuni	с		
						linen un	dershir	t			

Acting (Lks, Cha)	9
Animal Husbandry (Wis)	15
Animal Mimicry (Wis)	15
Boating (Wis)	15
Cartography* (Int)	24
Climbing/Rappelling (Str, Dex)	7
Current Affairs (Wis)	15
Diplomacy (Cha)	9
Disguise (Int, Cha)	9
Distraction (Cha)	9
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	24
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	19
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	7
Jumping (Str)	15

Universal Skills

Mastery[†]

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16 Law (Int) Listening (Wis) Observation (Wis) 20 Oration (Cha) 9 9 Persuasion (Cha) Pick Pocket (Dex) 11 16 Reading Lips (Int) Recruiting (Cha) 9 22 Resist Persuasion (Wis) Rope Use (Dex) 11 Salesmanship (Int, Wis, Cha) 27 Scrutiny (Wis) 20 Seduction, Art of (Cha, Lks) Skilled Liar (Cha) 16 Sneaking (Dex) Survival (Wis, Con) 5 16 Torture (Int) 15 Tracking (Wis)

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Mastery
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* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief	Level: _ 5	Alignment:		Hac
Race: Human Sex: Age: 18	Height: Weight:	Hair:	_ Eyes:		Chara
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedne	ess: Righty	Experience	FOR NEXT LEVEL:	Chara

	12 / 41 $_{\scriptscriptstyle\%}$	STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb							
	15 / 36%	INT	Attack +2 Mod.							
	10 / 07 %	WIS	INIT +2 DEFENSE 0 MENTAL SAVING Mod. Mod. Throw Bonus							
ES	15 / 00 %	DEX	INIT -1 ATTACK +2 DEFENSE +3 DODGE SAVING +2 FEAT OF +8 MOD. +1 MOD. +2 HROW BONUS +2 AGILITY +8							
ABILITIES	8 / 06%	CON	Physical Saving -1 Throw Bonus							
AB	11 / 76 %	LKS								
	12 / 26%	СНА	TURNING MOD. n/a MORALE MOD. +1							
	60		HON WINDOW Average HON PENALTY WINDOW ≤13							
	Honor		HONOR BONUSES OR PENALTIES: +1 to a die roll per session							
			Category of Fame:							
	Fame	Moral	le: Hero OFearless OBrave OSteady ONervous OCowardly							

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger									
LEVEL	ABILITIES	SPECIALIA	ATION TALENTS	RACIAL	ARNOR	SHIELD	MAGIC		Total
+1	+4							Attack Bonus	+5
		-1						Speed	-1
-2	+1							Initiative	-1
	+3	+1 (+1)	+1 (+1)		-2			Defense	+5
	+1							Damage	+1
Base W	eapon S	peed:1	0	Base	Weapon	Damage	: 2d8	p Reach:	31/2'
Special Attack	ization	O (x Bl		+2)(2x BP)	\cap		O (4x BP)) O (5x BP)	
Speed		(x Bi		$(2 \times BP)$,	O(4x BP)	/	
Defens Damad	e	• (x Bl	e) C	(2x BP) (2x BP)	O (3 O (3		O (4x BP) O (4x BP)		
-			, seconda	(- /				, <u> </u>	



Missile Weapor Ranges

	Distance (ft)	Attack Die
n	5 - 60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

Alignment:		Hacl
_ Eyes:		Chara
Experience 3400	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Quick Re Observ Listeni Feat of Turn U
SPEED 9 +5 31/2' REACH	dagger	SPEED 7 +3 1' REACH
SPEED 20 Juli 8 n/a REACH	ss INIT +5 -1 +5 n/a 2d6p save	SPEED REACH combat pr
evious t Point Roll 5	Luck Points 25	Threshold of Pain
ield:	Armor Worn (damage rec (damage rec (+ defense, a	bsorbs hp)
IT POINTS: 35	5	
ound #1		Wound #6
ound #2		Wound #7
ound #3		Wound #8
ound #4		Wound #9
ound #5		Wound #10
		١٤ .
OMBAT PROFIL	E WITH MISSILE WE	

kMaster cter Record eferences vation Check: 27 ing Check: 24 f Strength: d20p+1 Indead:



oll d20-4 for DEF)



rofile for:

Previous Hit Point Roll 5	Luck Points 25	Threshold of Pain	Accumulated Building Points 1
Body: leather Shield:	Armor Worn (damage rec (+ defense, a	duction = 2) absorbs <u>hp</u>)	Fatigue Factor
DAMAGE TRACKER -2			

H

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

Co ossbow



TREASURE STOWED (in packs, bags, etc.)							PROFICIENCIES		
Trade Coins	СР	SP	GP	LOCATION			light armor, dagg	er, knife (melee), longsword, crossbow	/
	7	45	23						
G EMS:					QUIRKS & FLAWS				
					Greedy				
					Colorblind				
JEWELRY:									
					TALENTS & RACIAL	. A I	BILTIES BE	NEFITS:	
					Parry Bonus (lor	ngs	sword & dagger)		
OTHER VALUABLES	:				Initiative Bonus	(rc	oll 2 die type lower))	
					Rearward Strike	(b	oypass 2 DR when s	triking from behind)	
					Superior Defens	se ((Near Perfect Defen	ise on natural 18-19)	
					Backstab (dama	ge	e dice penetrate on	max & max-1)	
Languages Kalamaran	IVIA	ASTERY LEV 70	EL LI	teracy Mastery 25					
		/0							
					Mundane Item		Location Enc.	Mundane Item Location En	ic.
					leather armor			2 small belt pouches	
Magic Items or Sp	ell Comp	onent(s)	F	ffects/Notes	longsword			knapsack	
magic nems of sp	ch comp	onent(5)	-	incets/ Notes	dagger			wineskin (2 quart cap.)	
Potion of Sleep					knife			trail rations (3 days)	
Wand of Flower		arges)			thieves' tools			sheet of vellum	
	5 (27 cm	urges/			50' silk rope			quill	
					6 torches			1 oz. ink	
					flint & steel			light crossbow	_
					2 large canvas s	ac	ks	hunting quarrel case	-
					leather boots			20 bolts	-
					woolen trousers	s &	tunic		-
					linen undershirt			-	-
					woolen cloak			-	-
					leather belt			-	
								1	
S Universal S			Master	yt Law (II	-		24	Other Skills Mastery	
S Universal S Acting (Lks, C Animal Hust		(ic)			ing (Wis) vation (Wis)		27 0/	disarm trap 33 %	
I Animal Mim		VIS)		% Oratic			<u> </u>	gambling 21 %)

Acting (Lks, Cha)	19
Animal Husbandry (Wis)	9
Animal Mimicry (Wis)	9
Boating (Wis)	9
Cartography* (Int)	17
Climbing/Rappelling (Str, Dex)	37
Current Affairs (Wis)	9
Diplomacy (Cha)	12
Disguise (Int, Cha)	25
Distraction (Cha)	12
Escape Artist (Int, Dex)	23
Fire-Building (Wis)	9
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	49
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	12
Jumping (Str)	12

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Lavv (Int)		70
Listening (Wis)	24	_%
Observation (Wis)	27	_%
Oration (Cha)	12	_%
Persuasion (Cha)	12	_%
Pick Pocket (Dex)	22	_%
Reading Lips (Int)	15	_%
Recruiting (Cha)	12	_%
Resist Persuasion (Wis)	17	_%
Rope Use (Dex)	28	_%
Salesmanship (Int, Wis, Cha)	18	_%
Scrutiny (Wis)	16	_%
Seduction, Art of (Cha, Lks)	18	_%
Skilled Liar (Cha)	12	_%
Sneaking (Dex)	45	_%
Survival (Wis, Con)	9	_%
Torture (Int)	15	_%
Tracking (Wis)	9	_%
		100

lock picking <u>67</u>% ID trap 29 % appraisal (gems & jewlery) 28 _% appraisal (artwork) 24 _% appraisal (textiles) 27 _% % % % % % %

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: 5	_ Alignment:		HackMaster
Race: Halfling Sex: Age: 33		Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE	FOR NEXT LEVEL:	
		3400	2ND = 400 3RD = 1200	Quick References

	8 / 18 _%	STR	DMG1 FEAT -3 LIFT 166 lb CARRY 20 lb DRAG 415 lb (LBS) 415 lb					
	12 / 43 %	INT	Attack +1 Mod.					
	12 / 73 %	WIS	Init +1 Defense +1 Mental Saving Mod. Mod. Throw Bonus					
ES	14 / 63 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +6 MOD. +1 MOD. +6 AGILITY +6					
ABILITIES	14 / 02 %	CON	Physical Saving +1 Throw Bonus					
AB	10 / 89 %	LKS						
	10 / 59%	СНА	Turning Mod. n/a Morale Mod. 0					
	62		HON WINDOW Great HON PENALTY WINDOW ≤13					
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session					
			Category of Fame:					
	Fame	Moral	: • Hero OFearless OBrave OSteady ONervous OCowardly					

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARNOR	SHIFLD	MAGIC		Total
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-2	0							Initiative	-2
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9
	-1	+2	+1				+1	Damage	+3
Base W	/eapon S	peed:7	7	Base	Weapon	Damage	: 2d4	p Reach:	1′
Speciali	ization	+1		+2	+3	3	+4	+5	
Attack		🔵 (x Bl	P) (1	(2x BP)	O (3	x BP)	O (4x BP)) 🔿 (5x BP)	
Speed		• (x Bl) O	(2x BP)	O (3	x BP)	O (4x BP) (5x BP)	
Defens	e	(x Bl	n O	(2x BP)	O (3	x BP)	O (4x BP	O(5x BP)	
Damag	je	🖲 (x Bl		(2x BP)	O (3	x BP)	O (4x BP)		
Notes:	2 weap	oon style	, seconda	ry defen	se				



Missile Weapo Ranges

	Distance (ft)	Attack Die
n	5 - 20	d20p
5	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

3400	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150
O' REACH	44p+3 to 7 SAVE
n/a	s INIT -2 +7 n/a 66p+2 SAVE

6 -2 **AND** +6 S +122 2d4p+3 0' TOP REACH SAVE dagger (with shield) SPEED INIT

Observation Check: 29 Listening Check:

Feat of Strength:

Turn Undead:

SPEED

REACH

39

INIT

TOP

SAVE

d20p-3



Luck Threshold PREVIOUS Accumulated of Pain Points 25 12 HIT POINT ROLL **Building Points** 2 4 **Armor Worn Fatigue Factor** Body: leather (damage reduction = 2) Shield: small +1 (+ <u>5</u> defense, absorbs <u>5</u> hp) -2

HIT POINTS: 33

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED) (in packs,	bags, etc.)					PROFICIENCIES			
Trade Coins	СР	SP	GP	LOCATION			light armor, da	gger, knife (r	nelee & throwing), shor	t
	7	25					sword, shields			
Gems:					QUIRKS & FLAWS					
					Quick Tempered	dk			<u> </u>	
					Pocking					
JEWELRY:										
					TALENTS & RACIAL	A	BILTIES	BENEFITS:		
					Damage Bonus,	Ра	arry Bonus (dagg	er)		
OTHER VALUABLES	:				Initiative Bonus	(rc	oll 2 die type low	er unless usin	g shield then 1)	
					Rearward Strike	(b	ypass 2 DR wher	n striking fror	n behind)	
					Superior Defens	e ((Near Perfect Def	fense on natu	ıral 18-19)	
						-	dice penetrate o			
LANGUAGES	M	STERY LEV	er Lr	TERACY MASTERY	Halflings gain +	50	Hiding bonus in	natural terra	lin	
Kalamaran	IVIA	75		28						
				· · · · · · · · · · · · · · · · · · ·			······································			
				· · · · · · · · · · · · · · · · · · ·						
					Mundane Item		Location E	nc. Mundan	e Item Location	Enc.
					leather armor			2 small	belt pouches	<u> </u>
Magic Items or Sp	ell Comp	onent(s)	E	ffects/Notes	2 daggers			knapsa	ck	
					3 throwing kniv	es		wineski	n (2 quart cap.)	
small shield +1					thieves' tools			trail rati	ons (3 days)	
dagger +1					30' hemp rope					
throwing knife	+2				<u>6 candles</u>					
					flint & steel					
					2 pieces of chall	k				
					leather boots					
					woolen trousers	5 &	tunic			
					linen undershirt	:				
					woolen cloak					
					leather belt					
							1			
S Universal S			Mastery		nt) ing (Wis)		<u>12</u> % 39%	Other Skills		-
S Universal S Acting (Lks, C Animal Hust		Vis)			vation (Wis)		<u>%</u>	ID trap disarm trap		% %

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Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	41
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

	Master	vt	L
	10	%	L
	12	%	L C
	17	%	C
	12	%	P
	12	%	P
	32	%	R
	12	%	R
	10	%	R
	10	%	R
	10	%	
	24	%	S S S S S
	12	%	S
	10	%	s
	41 (01)	%	S
	10	%	S
	6	%	Т
	6	%	T T
.it	teracy skill		+

Law (Int)	%					
Listening (Wis)	<u> 39 %</u>					
Observation (Wis)	%					
Oration (Cha)	%					
Persuasion (Cha)	%					
Pick Pocket (Dex)	42 (-18)%					
Reading Lips (Int)	%					
Recruiting (Cha)	%					
Resist Persuasion (Wis)	%					
Rope Use (Dex)	<u> 14 %</u>					
Salesmanship (Int, Wis, Cha)	%					
Scrutiny (Wis)	<u> 12 %</u>					
Seduction, Art of (Cha, Lks)	%					
Skilled Liar (Cha)	%					
Sneaking (Dex)	<u>61 (21) %</u>					
Survival (Wis, Con)	<u> 12 %</u>					
Torture (Int)	<u> 12 %</u>					
Tracking (Wis)	<u> 12 %</u>					
† Mastery is equal to lowest relevant ability unless additional BP spent						

Other Skills	Mastery
ID trap	<u>33</u> %
disarm trap	<u>41</u> %
lock picking	<u>41</u> %
riddling	%
fast talking	<u> 18 </u> %
forgery	<u> 19 </u> %
swimming	<u>13</u> %
cooking/baking	<u>43</u> %
mathematics	<u> 19 </u> %
appraisal (sundries)	<u> 18 </u> %
appraisal (spices & perfumes)	<u> 19 </u> %
	%
	%

* Cartography is Universal for those with the Literacy skill

BP spent (with shield)

Character:		Class: Fighter Level: 6	Alignment: L	awful	HackMaster
		Age: 21 Height: Weight: Hair:	Eyes:		Character Record
Patron God(s):		(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE	FOR NEXT LEVEL:	
12,74	стр	DMG. +1 FEAT +4 LIFT 230 lb CARRY 71 lb DRAG 575 lb MOD. OF STR. (LBS) (LBS) (LBS) (LBS)	4850	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850	<i>Quick References</i> Observation Check: 10 Listening Check: 10
13 / 74 _% 10 / 18 _%	1	Mod. of Str. (LBS) (LBS) (LBS) Attack 0 Mod.		7тн = 6600 8тн = 8700 9тн = 11,200 10тн = 14,150	Listening Check: 10 Feat of Strength: d20p+4 Turn Undead:
10 / 49 %	wis	INIT +2 DEFENSE MENTAL SAVING MOD. MOD. THROW BONUS	SPEED	INIT	SPEED INIT
SE 13 / 78%	DEX	INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF +4 MOD. HOD. +1 AGILITY +4	9	+7 +3	8 1114 +3 +3

	10 / 49 $_{\%}$	WIS	Mod.	HZ MOD		THROW BONUS							
ES	13 / 78%	DEX	Init 0 Mod.	Attack +1 Mod.	Defense +2 Mod.	Dodge Saving Throw Bonus	+1 FEAT OF AGILITY	+4					
ABILITIES	14 / 51 $_{\scriptscriptstyle \%}$	CON	Physical S Throw Bo	aving +1 nus									
AB	8 / 69%	LKS											
	10 / 20%	СНА	TURNING N	10d. n/a	Morale	Mod. 0							
	75		HON Window	Great	HON PI Window								
	Honor		Honor Bo	NUSES OR PENALT		n per session e roll per sessioi	ז						
			CATEGORY	of Fame:									
	Fame	Moral	e: • Hero	ale: Hero OFearless OBrave OSteady ONervous OCowardly									

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1										
LEVEL	ABILITIES	SPECIALI	ANON TALENTS	RACIAL B	ARNOR	SHIELD	MAGIC		TOTAL	
+3	+1	+2					+1	Attack Bonus	+7	
-1		-2			+2			Speed	-1	
-1	+2				+2			Initiative	+3	
	+2	+2			-5	+6		Defense	+5	
	+1	+2					+1	Damage	+4	
Base W	/eapon S	peed:	10	Base	Weapon	Damage	:2d8	p Reach:	31/2'	
Special Attack Speed Defens Damag	e	+1 • (x B • (x B • (x B • (x B) • (x B)	P) P)	+2 (2x BP) (2x BP) (2x BP) (2x BP)	O (3	x BP) x BP) x BP)	+4 O (4x BP O (4x BP O (4x BP O (4x BP) $O(5x BP)$) $O(5x BP)$		
Notes:										



Missile
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Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

8тн = 8700 9тн = 11,200 10тн = 14,150
SPEED INIT 9 1100 +3
+7 +5 M 5
31/2' 2d8p+4 7
REACH SAVE Combat profile for: longsword
SPEED INIT 8 5155 +3 +4
n/a M n/a
d12p+1
REACH SAVE

combat profile for: javelin



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2d4p+1

combat profile for: dagger

5

TOP

+4

1

REACH

combat profile for: horseman's mace

Building Points
Fatigue Factor

HIT POINTS: 46

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASURE	E STOWED	(in packs,	bags, etc.)					PROFICIENCIES				٦
TRADE COINS	s	СР	SP	GP	LOCATION			light, medium	n & he	avy armor, shield, lon	gsword, dagger,	_
4 65							Hiking/Roadmarching, Laborer, Phalanx Fighting, javelin,					
								horseman's m	ace, l	ance		
GEMS:						QUIRKS & FLAWS						
						Superstitious (A	nas	<i>"magic" charm</i>	to pto	otect him/herself)		_
						Sterile						_
JEWELRY:												
						TALENTS & RACIA	LA	BILTIES	BENE	FITS:		
												_
OTHER VA	ALUABLES:											_
												-
												-
												-
						⊐ ┐		· · · · · · · · · · · · · · · · · · ·				-
Languag Kalamar		MA	STERY LEVE 68	il L	ITERACY MASTERY	·						-
Kalaman	an		08	_								-
				_								-
				_								
				_		Mundane Item		Location	Enc.	Mundane Item L	ocation Enc.	Γ
				_		chainmail				trail rations (3 days)		
						medium shield				"lucky" magic charm	on string	-
Magic Iter	ms or Spe	ell Comp	onent(s)		Effects/Notes	horseman's ma				quiver, javelin		-
	and 1 1					dagger				3 javelins		-
longswo	ora + I					- whetstone						-
						-						-
						50' hemp rope						-
						leather boots						-
						woolen trouser		tunic				-
						_ <u>linen undershir</u>	t					-
						woolen cloak						-
						leather belt						-
						2 small belt po	uch	nes				-
						backpack						-
						wineskin (2 qua	art	cap.)				
C llmi	iversal Sk	rille		Master	vt Law	(Int)		9 %	Ot	her Skills	Mastery	
\mathbf{S}	ing (Lks, Ch			8	_% Liste	ening (Wis)		10 %		praisal (arms & armor)	19 %	
Anir	mal Husb	andry (v	/is)	10	-/ -	ervation (Wis)		%		ling (equine)	34 %	
L Anir	mal Mimi ating (Wis)	cry (Wis)		<u> 16 </u> 13	-/ -	ion (Cha) uasion (Cha)		<u>8%</u>			%	
T Cart	tography [*]	* (Int)		0	_′° I	Pocket (Dex)		<u></u> /0			%	
Clim	nbing/Rap	opelling	(Str, Dex)	22		ling Lips (Int)		9 %			%	
	rent Affai Iomacy (C			<u> 10 </u> 35		uiting (Cha) st Persuasion (Wis)		<u>27</u> % 34%			%	
	guise (Int, (8	- 1	e Use (Dex)		<u> </u>			%	
Dist	traction (C	lha)		8	_% Sale	smanship (Int, Wis, Cha)		8 %			%	
	ape Artist			<u> </u>		tiny (Wis)		<u>15</u> % 8%			%	
	e-Building an Info. (In)			uction, Art of (Cha, Lks) ed Liar (Cha)		<u> 8 %</u> 8 %			%	
Hidi	ing (Int, De	ex)		9	_% Sne	aking (Dex)		13 %			%	
	errogation midation)	8	o/	ival (Wis, Con)		<u>21</u> %			%	
	nping (Str)	(Su, Cha)		13		ure (Int) king (Wis)		<u> </u>			%	

* Cartography is Universal for those with the Literacy skill

P Tracking (Wis) <u>10</u>% † Mastery is equal to lowest relevant ability unless additional BP spent

Character:	Class: Fighter	Level: Alignment:	HackMaster
Race: Dwarf Gender: Age: <u>56</u>	Height: Weight:	_ Hair: Eyes:	I IUUIIIIUDIOI
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness:	Righty	Character Record

	14 / 56 %	STR	Dмg. Mod.	+2	Feat of Str	+6 a.	LIFT (LBS) 240 lb	Carry (lbs)	84 lb	Drag (lbs)	600 lb
	8 / 60%	INT	Attack Mod.	-1							
	10 / 14 $_{\scriptscriptstyle\%}$	WIS	Init Mod.	+2		Defense Mod.					
ES	10 / 39 %	DEX	Init Mod.	+2		Attack Mod.		FENSE OD.			
ABILITIES	18 / 36 $_{\scriptscriptstyle \%}$	CON									
AB	7 / 50%	LKS									
	9 / 15%	СНА	TURNING	Moc).						
	70		HON Window	, A	verag	е	HON Pena Window	^{LTY} ≤	15		
	Honor		Honor I	Bonu	ses or I	PENALTIES:	+1 to a die r	oll per s	ession		

Experience 4850	For Next Level: 7th = 6600 8th = 8700 9th = 11,200 10th = 14,150	<i>Quick References</i> Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	10 10 d20p+6
	INIT +5 7 4 5 5 5 5 7 5 7 7 7 7 7 7 7 7 7 7 7	SPEED 9 11 +2 +2 M 2d6p+2 1/2' REACH	INIT +5 9 TOP SAVE ▼

 Armor Worn

 Body:
 chainmail
 (damage reduction = 5)

 Shield:
 medium +1 (+ 7 defense, absorbs 7 hp)

Accumulated Building Points

Сом	bat P r	OFILE V	vітн W	EAPON	#1: <u>b</u> a	ttle a	xe +2		
LEVEL	ABILITIES	Speciality	ATION TALENT	RACIAL	ARNOR	SHIELD	MAGIC		Total
+3	-1	+2	+1				+2	Attack Bonus	+7
-1		-2	-1		+2			Speed	-2
-1	+4				+2			Initiative	+5
	0	+3	+1		-5	+7		Defense	+6
	+2	+3	+1				+2	Damage	+8
Base V	Veapon S	peed: _1	2	Base	Weapon	Damag	e:4d3p	Reach:	3′
Special	lization	+1		+2	+3		+4	+5	
Attack		• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Speed		• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Defens	se	• (x Bl	P)	(2x BP)	• (3:	k BP)	O (4x BP)	(5x BP)	
Damag	ge	• (x Bl	P)	(2x BP)	• (3:	k BP)	O (4x BP)	O (5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 51

	Points	Days to Heal		Points	Days to Heal	
Wound #1			Wound #6			
Wound #2			Wound #7			
Wound #3			Wound #8			
Wound #4			Wound #9			
Wound #5			Wound #10			

PREVIOUS HIT POINT ROL	: 6	SPELLS AVAILABLE		
		LEVEL		
			Appr.	
	-	-	Jrnym.	
			1	
			2	
	- LL		3	
	-10		4	
Luck Points	Threshold of Pain		5	

SPELLS MEMORIZED*



TREASURE STOWED (in packs, bags, etc.)							Proficiencies						
TRADE COINS CP SP GP Location							light, medium & heavy armor, shield, battle axe,						
	5	82							warhammer, light crossbow, Hiking/Roadmarching,				
								Laborer,	Phala	ınx Fighti	ng		
							L						
G EMS:					QUIRKS 8	FLAWS				ROLE-PLA	ying Notes:		
					Miserly								
					Facial S	car							
JEWELRY:													
					TALENTS	& RACIAL A	BI	ILTIES		BENEFITS:	:		
OTHER VALUABLES	:				Attack B	onus (batt	tle	e axe)					
					Damage	e Bonus (ba	at	ttle axe)					
					Parry Bo	onus (battl	e	axe)					
					Swiftbla	de (battle	а	ixe)					
					Low Lig	ht Vision							
Lawayaaa		ASTERY L		LITERACY LEVEL	+6 savir	ng throw b	00	onus vs. m	agic	& poison			
Languages Dwarven	IVI	ASTERY LI 69	EVEL	G									
Kalamaran		19											
						Mundan	e	ltem	10	cation	Mundane Item Location		
						chainma					standard rations (1 week)		
						warham	n	ner			mess kit		
						whetsto	n	e			6 iron spikes		
Magic Items or S	pell Con	nponent	t(s)	Effects/N	otes	50' hem	50' hemp rope			wool blanket			
						leather boots			light crossbow				
Minor Healing F	Potion					woolen	woolen trousers & tunic			quarrel case (hunting)			
Battle Axe +2						linen undershirt			20 light bolts				
Medium Shield +1				woolen cloak			chalk						
						leather k	be	elt					
						2 small k	be	elt pouch	es				
						backpac	ck	[
						wineskir	n	(2 quart o	cap.)				
							trail rations (3 days)						

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Universal Skills Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dev Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

	Master	v†
	7	_%
	9	_%
	7 9 9	_%
	9	%
	8	%
k)	<u>8</u> 9	_%
,	9	%
	8	%
	8	_%
	8	%
	8	%
	12	%
	8	_%
	8	%
	8	%
	15	%
	14	%

8 Law (Int) 10 Listening (Wis) Observation (Wis) 10 Oration (Cha) 8 8 Persuasion (Cha) 9 Pick Pocket (Dex) 8 Reading Lips (Int) 8 Recruiting (Cha) Resist Persuasion (Wis) 8 Rope Use (Dex) 19 Salesmanship (Int, Wis, Cha) 8 Scrutiny (Wis) 15 7 Seduction, Art of (Cha, Lks) 8 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 9 8 Torture (Int) 9 Tracking (Wis)

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Other Skills	Maste	ry
appraisal (arms & armor)	13	_%
mining	29	_%
_cooking/baking	12	_%
		_%
		_%
		_%
		_%
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13 %

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29 %

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							PROFICI	IENCIES		
TRADE COINS CP SP GP LOCATION							light, medium & heavy armor, shield, longsword			
	8						dagge	er		
G EMS:					QUIRKS &	FLAWS		Role-PL	AYING NOTES:	
					Fear of					
					Premat	urely Gray				
JEWELRY:										
					TALENTS	& RACIAL A	BILTIES	BENEFITS	:	
OTHER VALUABLES:					Turn Un	dead				
					Fast Hea	aler				
					Charm F	Resistant				
					Illusion	Resistant				
					30% cha	ance to de	tect lies			
1		ASTERY L				-		. spells that misle		
Languages Kalamaran	IVI	astery L 81	EVEL	LITERACY LEVEL 37	Attack Bonus, Damage Bonus, Parry Bonus, Swiftblade (longsword)					ord)
						Mundan	- Item	Location	Mundane Item	Location
						chainma		Location	wineskin (2 quart	
						medium			trail rations (3 day	
						longsword			divine icon	
Magic Items or S	pell Cor	nponent	t(s)	Effects/N	otes	dagger			metal scroll case	
Scroll: Endure Cold, En				nmand		50' hemp rope				
Potion of Invisibility						6 torches				
					flint & steel					
						leather k				
						woolen		& tunic		
						linen un			-	· · · · · · · · · · · · · · · · · · ·
						woolen			_	· · · · · · · · · · · · · · · · · · ·
						leather k			-	
						2 small k		ches	-	
									-	
						backpac	N			
									-	

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

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18 %

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9

14 %

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35 Law (Int) 34 Listening (Wis) 27 Observation (Wis) Oration (Cha) 15 15 Persuasion (Cha) 9 Pick Pocket (Dex) 14 Reading Lips (Int) 15 Recruiting (Cha) Resist Persuasion (Wis) 41 Rope Use (Dex) 9 Salesmanship (Int, Wis, Cha) 14 18 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 13 15 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 8 14 Torture (Int) 18 Tracking (Wis)

_%	Other Skills
_%	Religion (Courts of Justice)
_%	Divine Lore
_% %	History, Ancient
_%	Riding (equine)
_%	
_%	
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_%	
_%	
_%	
_%	

Mastery

60 %

49 %

<u>31_%</u>

25

_%

%

%

%

%

%

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%

%

%

* Cartography is Universal for those with the Literacy skill


TREASURE STOWED) (in packs,	, bags, etc.))				Γ	PROFICIEN	CIES		
TRADE COINS	СР	SP	GP	LOCATION			.	light, me	dium & heavy	armor, shield, staff, s	ling, mace
	7	12					.				
							L				
G EMS:					QUIRKS &	FLAWS			Role-Pla	YING NOTES:	
					Needy						
1					Myopia						
JEWELRY:											
						& RACIAL A	BI	LTIES	BENEFITS:	:	
OTHER VALUABLES	:				Turn Un						(10)
					Immune		~		+1 bonu	is to allies' fear saves	(10 [°] r)
					Charm F	nus (mace	=)				·····
											·····
					l						
LANGUAGES	Μ	ASTERY LE	EVEL L	ITERACY LEVEL							
Kalamaran		67		32							
							_	14	1		La catta c
						Mundane			Location	Mundane Item	Location
						medium				wineskin (2 quart trail rations (3 day	
			<u> </u>			staff	1 3	ineiu		divine icon	5/
Magic Items or S	Spell Cor	nponent	·(s)	Effects/N	otes	mace				Metal Scroll Case	
Healing Salve (9		- I	(-)			6 torches					· · · · · · · · · · · · · · · · · · ·
Potion of Sleep							flint & steel				
Scroll: Purify Foo	od, Thera	apeutic T	Touch			leather b				-	
Scroll: Cure Sma				mperceptibility	to			ousers &	tunic	-	
Undead, Pepp						linen un				-	
						woolen				-	
						leather b				-	· · · · · · · · · · · · · · · · · · ·
								elt pouch	es	-	
						backpac				-	· · · · · · · · · · · · · · · · · · ·
						woolen blanket					
						mess kit				-	
										-	

Universal Skills	Master	y†
Acting (Lks, Cha)	7	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	-28 (7)	_%
Current Affairs (Wis)	13	_%
Diplomacy (Cha)	14	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	-33 (7)	_%
Interrogation (Wis, Cha)	13	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	12	_%

8 Law (Int) 6 (16) % Listening (Wis) Observation (Wis) -20 Oration (Cha) 14 14 Persuasion (Cha) <u>-53 (7) %</u> Pick Pocket (Dex) Reading Lips (Int) 8 27 Recruiting (Cha) Resist Persuasion (Wis) 13 7 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 20 31 Scrutiny (Wis) 7 Seduction, Art of (Cha, Lks) 14 Skilled Liar (Cha) Sneaking (Dex) -43 (7) <u>%</u> Survival (Wis, Con) 13 8 Torture (Int) 13 Tracking (Wis)

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Other Skills	Mastery
Religion (Church of Everlasting Hope)	<u> 52 </u> %
First Aid	%
Cooking/Baking	%
Divine Lore	<u> 35 </u> %
Swimming	%
Carpentry/Woodworking	<u> 18 </u> %
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED	(in packs,	bags, etc.)				ſ	PROFICIENC	IES		
TRADE COINS	СР	SP	GP	LOCATION				light, me	dium & heavy	armor, shield, scimi	tar, knife,
	10	22						javelin			
							L				
G EMS:					QUIRKS 8				Role-Play	YING NOTES:	
					Glutton		-				
					Allergie	s: Pollen	_				
JEWELRY:											
						& RACIAL A		LTIES	BENEFITS:		
OTHER VALUABLES	:				Freedor	n of Actior	1			e of any bond & immune to	spells that
					Hit Poin	+ Damus	-		restrict/inhi	ibit movement	
						e Bonus, Pa	ar	ry Bonus	(Scimitar)		
								Ty Donus			
											·····
LANGUAGES	М	ASTERY LI	EVEL	LITERACY LEVEL							
Kalamaran		72		24							
				·····			_	1	1		La contra c
						Mundan			Location	Mundane Item wineskin (2 quart	Location
				·····		medium			<u></u>	trail rations (3 day	
			<u> </u>			knife	<u> </u>	Silleiu	<u></u>	divine icon	5)
Magic Items or S	pell Cor	nponent	:(s)	Effects/N	otes	50' hem	p	rope		Quiver, javelins	
Strength of Iron	Brew					knife				4 javelins	
Scimitar +2						leather k	bo	oots			
						woolen	tr	ousers & t	unic		
						linen un	nd	ershirt			
						woolen	c	loak			
						leather b	be	elt			
						2 small k	be	elt pouche	25		
						knapsac	:k				

		/
Acting (Lks, Cha)	11	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	13	_%
Cartography* (Int)	19	_%
Climbing/Rappelling (Str, Dex)	-27 (8)	_%
Current Affairs (Wis)	21	%
Diplomacy (Cha)	12	%
Disguise (Int, Cha)	9	_%
Distraction (Cha)	12	%
Escape Artist (Int, Dex)	9	%
Fire-Building (Wis)	13	%
Glean Info. (Int, Wis, Cha)	9	%
Hiding (Int, Dex)	-32 (8)	%
Interrogation (Wis, Cha)	27	%
Intimidation (Str, Cha)	12	%
Jumping (Str)	15	_%

Universal Skills

Mastery[†]

Law (Int)

3 (13) % Listening (Wis) Observation (Wis) 13 Oration (Cha) 12 12 % Persuasion (Cha) -52 (8) <u></u>% Pick Pocket (Dex) Reading Lips (Int) 19 % 12 % Recruiting (Cha) Resist Persuasion (Wis) 19 8 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 9 13 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 12 Skilled Liar (Cha) % Sneaking (Dex) -42 (8) % Survival (Wis, Con) 15 % 9 % Torture (Int) 24 % Tracking (Wis)

9

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%

Other Skills	Mastery
Religion (Face of the Free)	%
Animal Training (dogs)	%
First Aid	33%
Divine Lore	%
Lock Picking	<u>-7 (18) %</u>
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Chai	acter:				Clas	s: Mage	Lev	el: <u>6</u>	Alignment	t:	-]	Hackl	Master
Race	: Human	Sex:	Age: 3	2 Height:		Weight:	Hair:		Eyes:		-		~1	
Patro	on God(s):			(And	ointed? Y	□N□) Hanc	dedness: <u>Righ</u>	<u>ty</u>	Experience 4850		For Next Level: 2ND = 400 3RD = 1200 4TH = 2200		Quick Refere	
	7 _/ 29 _%	STR	Dмg. Mod.	-2 FEAT -4	5 Lift (Lbs)	149 lb Carry 3 (LBS)	86 lb ^{Drag} 373 (LBS)	lb			5тн = 3400 6тн = 4850 7тн = 6600		Listening (
	13 / 64 _%	INT	Attack Mod.	+1							8тн = 8700 9тн = 11,200 10тн = 14,150		Feat of Stro Turn Unde	
	10 _/ 18 _%	wis	Init Mod.			Mental Savin Throw Bonu			SPEEI		INIT	1	SPEED	INIT
ES	12 / 08 _%	DEX	Init Mod. +	1 ATTACK +1 Mod.	Defense Mod.	+1 DODGE SAVI THROW BON	NG 0 FEAT OF US AGILITY	+1	13	ATTO:	+4		20 ATT	-3 +4
ABILITIES	11 / 68 %	CON	Physical Throw Bo						+				n/a	n/a
AB	11 / 13 %	LKS							- CARA	2d4	p+1			d6p
	13 / 75 %	СНА	TURNING I	Mod.	Mo	PRALE MOD.			8' REAC	н	TOP SAVE		REACH	TOP SAVE
	85		HON Window	Great		N PENALTY ≤15 NDOW	5		combat roll d20p		for staff e die vs. 1 attac	– k; d20		for light crossbow
	Honor				1 mu TIES: +1 to	lligan per session a die roll per ses	sion		/ious Point Roll		Luck Doints		hreshold f Pain	Accumulated Building Points
			CATEGORY	OF FAME:				$\exists \Box$	4				12 39	19
	Fame	Mora	le: • Herc	• O Fearless	DBrave (OSteady ONe	rvous OCoward		v thick		Armor Worn (damage	roduc	tion -1	Fatigue Factor
Co	MBAT P ROFILI	WITH M E		APON: staff			_	Shie	eld: none	•	_ (+ defense	e, abs	orbs hp)	-1
	K	ULATION IS	BONU	ARMOR SHIELD				DAM	AGE TRACKER					A SEA
LEVE		TALEN TALEN	RACIAL	ARMO, SHIELD	MAGIC		TOTAL							
+1	+2		-			Attack Bonus Speed	+3	Hn	POINTS:	32				
+1						Initiative	+4			Points	Days to Heal		Point	's Days to Heal
_	+1 +1	+1	-	-1		Defense Damage	+2	Wou	ind #1			W	ound #6	
Base	Weapon Speed:	13	Base We	eapon Damage:	2d4p+		8'		<u>ind #2</u> ind #3				ound #7	
	ialization +		+2	+3	+4	+5			ind #5				ound #8	
Atta			(2x BP)	. ,	O (4x BP)	O (5x BP)			ind #5				ound #10	
Spee	ed O(x ense O(x		(2x BP) (2x BP)		○ (4x BP) ○ (4x BP)									
	nage O (x		(2x BP)		O (4x BP)						SPELLS (MEMORIZE		•	
Note	25:									SPELL(S)	Base BP R Ilumination, F			ouration Damage
						1		JOURNEYM	~		ight, Tireless Ru		<u>ye</u>	
	mbat P rofili				it cross	DOW		1	0	Doze				
	ABUITES SPE	ALVATON TALENTS	RACIALBONU	, °° , °	,C			2			en, Illusory Leat			
1EVE		ALLANT	RACI	ARMOR SHIELD	MAGIC		TOTAL	3 4			ot Metal, Withs Memory Wil		Fire sser), Shadowsl	kin
+1	+2		-			Attack Bonus Speed	+3	5			ing Lightshow		5501), 511000151	<u> </u>
+1	+3					Initiative	+4	6			hic Mute			
	-2					Damage	-2	7	0					
	Weapon RoF:			eapon Damage				8 9	0.					
Spec Atta	ialization + ck O(;		+2 (2x BP)	+3 (3x BP)	+4 (4x BP)	+5 (5x BP)		10	0					
1	of Fire $O(x)$		(2x BP)		O (4x BP)			TOTAL SPE	LL POINTS	530)			
Dam	nage O (s	(BP) O	(2x BP)	(3x BP)	O (4x BP)	(5x BP)		Spell Poin	t Tracker	_				
L	Missile	Distan	ce (ft)	Attack	Die			HUNDREDS						
	Weapon	5 - 60		d20p				TENS O	0000	000	000 000		00000	
	Ranges	61-100		d20p-								000	00000	00000
	-	101-140		d20p-	-6									
	-	141-180		d20p-	-8			*Clerics do r	not have App	prentice or	Journeyman levels	pells no	or do they employ Spe	ell Points. Deal with it.

TREASURE STOWED	(in packs,	bags, etc.))				Γ	PROFICIEN	CIES			
Trade Coins	СР	SP	GP	LOCATION				dagger, I	magical	transcri	iption, staff, crossbow	
	3	14										
GEMS:					QUIRKS &	FLAWS			R	OLE-PLAY	ING NOTES:	
					Absent	Minded						
					Flatulen	се						
JEWELRY:												
					TALENTS	& RACIAL A	BI	LTIES	В	ENEFITS:		
OTHER VALUABLES	:					Bonus vs.		pells				
					Parry Bo	nus (staff))					
							_				·····	
											·····	
]	· · · · · · · · · · · · · · · ·						
LANGUAGES	М	ASTERY LE	EVEL L	ITERACY LEVEL								
Kalamaran		82		51				· · · · · · · · · · · · · · · · · · ·			·····	
						Mundan	_	ltom	Locat	tion	Mundane Item Location	
						thick rok			LUCA		woolen trousers & tunic	
						dagger					linen undershirt	
						staff					woolen cloak	
Magic Items or S	pell Cor	nponent	:(s)	Effects/N	otes	light crossbow					leather belt	
Potion of Buoya	ncy					quarrel case (hunting)			ing)		2 small belt pouches	
Wand of Summo	oning (4	charges	5)			20 bolts					knapsack	
Scroll: Enfeeble,	Memor	y Wipe (l	esser)			10 candles					wineskin (2 quart cap.)	
						<u>6 torche</u>	s				trail rations (3 days)	
						flint & st	e	el			standard rations (1 week)	
						10 page	S	vellum			signal whistle	
						2 metal	sc	roll case	S		wool blanket	
						<u>4 quills</u>					chalk	
						<u>6 oz. bla</u>					spell components	
								al mirror				
						leather b	bc	oots				
						L					•	

Acting (Lks, Cha)	_
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

Universal Skills

Mastery[†]

11 %

21

9 %

9

13

5

9

13 %

13 %

13 %

11 %

17 %

19 %

11

9 %

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5

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13 Law (Int) 22 Listening (Wis) Observation (Wis) 20 Oration (Cha) 13 13 Persuasion (Cha) 11 Pick Pocket (Dex) 13 Reading Lips (Int) 13 Recruiting (Cha) Resist Persuasion (Wis) 14 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 19 19 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 Skilled Liar (Cha) 13 Sneaking (Dex) 11 Survival (Wis, Con) 9 13 Torture (Int) 9 Tracking (Wis)

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Other Skills

arcane lore	%
_cooking/baking	<u> 19 </u> %
reading lips	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

Mastery

 * Cartography is Universal for those with the Literacy skill



TREASURE STOWED	(in packs,	bags, etc.	.)				Γ	PROFICIENC	IES		
TRADE COINS CP SP GP LOCATION								short swo	ord, staff, dagg	jer, short bow,	
	7	12						magical t	ranscription		
							L				
Gems:					QUIRKS 8	FLAWS			Role-Pla	YING NOTES:	
					Paranoi						
					Hard of	Hearing					
JEWELRY:											
					TALENTS	& Racial A	BI	LTIES	BENEFITS:		
OTHER VALUABLES:					Less Sle	ер			<u> </u>		
									in natural terr	ain	
					i	onus (short					
						not (short l					
					+3 save	bonus vs.	S	oells			
LANGUAGES	M	ASTERY L	EVEL	LITERACY LEVEL]						
Elven		74		51					<u> </u>		
Kalamaran		42									
						Mundan	e	ltem	Location	Mundane Item	Location
						thick rob	be	25		woolen cloak	
						2 short s	sv	vords		leather belt	
]	dagger				2 small belt pouches	
Magic Items or Sp				Effects/N	lotes	short bo	2M	/		backpack	
Wand of Illumina	tion (24	charge	es)			quiver, h	าน	inting		wineskin (2 quart cap.)	
Scroll: Scorch						12 arrows				trail rations (3 days)	
Potion of Giantis	m					miner's lantern				wool blanket	
Potion of Water B	Breathin	g				1 pint la	m	np oil		spell book	
						flint & st	te	el		spell components	
						4 pages	V	ellum			
						4 quills					
						2 oz. bla	Icl	k ink			
						leather b	bc	oots			
						woolen	tr	ousers & t	tunic		
						linen un	d	ershirt			

Acting (Lks, Cha)	9
Animal Husbandry (Wis)	15
Animal Mimicry (Wis)	15
Boating (Wis)	15
Cartography* (Int)	24
Climbing/Rappelling (Str, Dex)	7
Current Affairs (Wis)	15
Diplomacy (Cha)	9
Disguise (Int, Cha)	9
Distraction (Cha)	9
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	24
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	19
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	7
Jumping (Str)	15

Universal Skills

Mastery[†]

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9 % Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) 22 Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

16 %

7 %

20 %

9 %

9 %

16 %

9 %

11 %

27 %

20 %

9 %

9

16

5 %

16 %

% 11

%

%

%

Other Skills	Mastery
arcane lore	%
history, ancient	<u> </u>
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: 6	Alignment:	HackMaster
Race: Human Sex: Age: 18		_ Eyes:	Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE FOR NEXT LEVEL:	
		4850 4850 3 RD = 1200 4 TH = 2200 5 TH = 3400	<i>Quick References</i> Observation Check: 27

	12 / 47 _%	STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb MOD. OF STR. (LBS) 215 lb (LBS) (LBS) 538 lb					
	15 / 40%	INT	Attack +2 Mod.					
	10 / 15 $_{\scriptscriptstyle \%}$	WIS	Init +2 Defense 0 Mental Saving Mod. Mod. Throw Bonus					
ES	16 / 03 %	DEX	INIT -2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +9 MOD. HROW BONUS AGILITY					
ABILITIES	$8/10_{\%}$	CON	Physical Saving -1 Throw Bonus					
A	11 / 76 %	LKS						
	12/31%	СНА	TURNING MOD. n/a MORALE MOD. +1					
	73		HON WINDOW Great HON PENALTY WINDOW ≤15					
	Honor		1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session					
			CATEGORY OF FAME:					
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly					

COMBAT PROFILE WITH MELEE WEAPON #1: longsword+dagger									
LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL	ARMOR	SHIFLD	WAGIC		TOTAL
+1	+5	+1						Attack Bonus	+7
		-1						Speed	-1
-2	0							Initiative	-2
	+4	+1 (+1)	+1 (+1)		-2			Defense	+4
	+1	+1						Damage	+2
Base W	/eapon S	peed:	10	Base	Weapon	Damage	e: 2d8	p Reach:	31/2'
Special	ization	+1	_	+2	+3		+4	+5	
Attack		🔵 (x Bl	P) () (2x BP)	O (3	x BP)	O(4x BP)) 🔿 (5x BP)	
Speed		🔵 (x Bl	P) () (2x BP)	O (3	x BP)	O(4x BP)) 🔿 (5x BP)	
Defens	se	🔵 (x Bl	P) () (2x BP)	O (3	x BP)	O(4x BP)) 🔿 (5x BP)	
Damag	ge	🔵 (x Bl	р) () (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)	
Notes: 2 weapon style, secondary defense									



Missile
Weapon
Ranges

	Distance (ft)	Attack Die
n	5 -60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8

	1 Iackivia
_ Eyes:	Character R
Experience For Next Level: 2ND = 400 4850 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150 10TH = 14,150	Quick References Observation Chec Listening Check: Feat of Strength: Turn Undead:
SPEED INIT 9 -2 +7 -2 +7 -2 +7 -2 +7 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -	SPEED 7 11 +4* 2 2 4 4 p+2 2 4 4 p+2 5 7 2 4 4 p+2 5 7 5 7 5 7 5 7 5 7 5 5 7 5 5 7 5 7 5
SPEED INIT 20 June -2 +6 -2 +6 n/a 2d6p save REACH SAVE	SPEED United REACH
TEVIOUS TT POINT ROLL 5 Luck Points 26	Threshold of Pain 13 Accum Buildin 2
nield: (+ defense, al MAGE TRACKER (+ defense, al -233	
POINTS DAYS TO HEAL	Points Days t

IN REAL 1* 2 2d4p+2 4 TOP roll d20-4 for DEF) INIT D ß TOP SAVE profile for:

24

INIT -2

d20p+1



H

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow



TREASURE STOWED (in packs, bags, etc.)						PROFICIENCIES					
Trade Coins	СР	SP	GP	LOCATION		1		gger, knife (m	elee), longsword	l, crossbo	ow
	7	58	27								
GEMS: 100 sp, 5	50 sp				QUIRKS & FLAWS						
					Greedy						
					Colorblind						
JEWELRY:											
					TALENTS & RACIAL	A	BILTIES	BENEFITS:			
					Parry Bonus (lor	ngs	word & dagger)				
OTHER VALUABLES	5:						oll 2 die type low				
							ypass 3 DR wher		n behind)		
					Superior Defens	e (Near Perfect De	fense on natu	ral 18-19)		
					Backstab (dama	ge	dice penetrate o	on max & max	:-1)		
					י ז						
	M	ASTERY LEV	EL LA				····				
Kalamaran		70		25							
				 -							
					Mundane Item		Location E	nc. Mundane	e Item Locati	on	Enc.
					leather armor			2 small k	pelt pouches		
Magic Items or Sp	oll Comp	opont(c)		ffects/Notes	longsword			knapsac	k		
magic items of sp		Unent(s)	L	nects/notes	dagger			wineskir	n (2 quart cap.)		
Potion of Sleep	·····				knife			trail ratio	ons (3 days)		
Wand of Flowe		arges)			thieves' tools			sheet of	vellum		
Potion of Heali		arges/			50' silk rope			quill			
Totion of flean	iig				6 torches			1 oz. ink			
					flint & steel			light cro	ssbow		
					2 large canvas s	20	kc	hunting	quarrel case		
					leather boots	aci	K3	20 bolts			
				·····	woolen trousers	- 0.	tunic				
							tunic				
			· · · · · · · · · · · · ·		linen undershirt						
				·····	woolen cloak						
					leather belt	_					
S Universal S	Skills		Mastery	,† Law (%	Other Skills		Master	.y
Acting (Lks, 0	Cha)		19	% Lister	ning (Wis)		<u>24%</u> %	disarm trap		33	_
Animal Hus I Animal Min					rvation (Wis) on (Cha)		<u>%</u> 12%	gambling		21	
Boating (Wis	5)		9	% Persu	asion (Cha)		12 %	lock picking		74	
L Cartograph		(C++ D)			ocket (Dex)		<u>22</u> % 15%	ID trap		30	_%

S

Maste	ery [†]	
19	%	
9 9	%	
	%	
9	%	
17	%	
37	%	
9	%	
12	_%	
25	_%	
12	%	
23	_%	
9	_%	
9	_%	
56	_%	
9	%	
12	_%	
12	_%	

Recruiting (Cha) 12 _% 17 % Resist Persuasion (Wis) Rope Use (Dex) 28 _% Salesmanship (Int, Wis, Cha) 18 % % Scrutiny (Wis) 16 18 % Seduction, Art of (Cha, Lks) 12 % Skilled Liar (Cha) 55 % Sneaking (Dex) Survival (Wis, Con) 9 % 15 % Torture (Int) 9 % Tracking (Wis) † Mastery is equal to lowest relevant ability unless additional BP spent

Other Skills	mastery
disarm trap	33%
gambling	%
lock picking	%
ID trap	30%
appraisal (gems & jewlery)	28%
appraisal (artwork)	24%
appraisal (textiles)	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: _6	Alignment:		HackMaster
	_ Height: Weight: Hair:	_ Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 4850	For Next Level: 2ND = 400 3rd = 1200	Quick References

	8 / 36%	STR	DMG1 FEAT -3 LIFT 166 lb CARRY 20 lb DRAG 415 lb (LBS) 415 lb					
	12 / 44%	INT	Attack +1 Mod.					
	12 / 76 _%	WIS	Init +1 Defense +1 Mental Saving Mod. Mod. Throw Bonus					
ES	14 / 67 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +6 MOD. +2 THROW BONUS +1 AGILITY +6					
ABILITIES	14 / 05 %	CON	Physical Saving +1 Throw Bonus					
AE	10 / 89%	LKS						
	10 / 62 %	СНА	TURNING MOD. N/A MORALE MOD. 0					
	74		HON WINDOW Great HON PENALTY WINDOW ≤15					
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session					
			Category of Fame:					
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly					

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARNOR	SHIFLD	MAGIC		TOTAL
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-2	0							Initiative	-2
	+3	+1 (+1)	+1 (+1)	+4	-2			Defense	+9
	-1	+2	+1				+1	Damage	+3
Base W	/eapon S	peed:7		Base	Weapon	Damage	: 2d4	p Reach:	1′
Special	ization	+1		+2	+3	3	+4	+5	
Attack		🔵 (x Bl) ((2x BP)	O (3	x BP)	O(4x BP)) (5x BP)	
Speed		🔵 (x Bl	e) O	(2x BP)	O (3	x BP)	O(4x BP)	(5x BP)	
Defens	e	(x Bl) O	(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Damag	je	🔵 (x Bl		(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)	
Notes:	2 weap	oon style	seconda	ry defen	se				



Missile	Distance (ft)	Attack Die
Weapon	5 - 20	d20p
Ranges	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

Eyes:		Charact	er Reco
Experience 4850	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Quick Refer	ences ion Check: 47 Check: 46 rength: d20
SPEED 6 fut +9 0' REACH dagger+dag	er iNIT -2 -2 -2 -2 -2 -2 -2 -2 -2 -2	+12	shield)
SPEED 6 Auto n/a REACH throwing know	100 -2 +7 n/a d6p+2 save ▼	SPEED THE REACH	STATES TOP SAVE
Previous Hit Point Roll 6	Luck Points 26	Threshold of Pain 13	Accumulated Building Point 2
	Armor Worn (damage red (+ 5_ defense, - 1 -1 -2 3 -3 -3		-2

Building Points 2

Fatigue Factor

d20p-3

HIT POINTS: 35

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED	bags, etc.)					PROFICIENCIES						
Trade Coins	SP	GP	LOCATION			light armor, da	agger,	knife (melee & thr	owing),			
	7	25					short sword, s	hields				
Gems:					QUIRKS & FLAWS							
					Quick Tempered	ł	······		······			
					Pocking							
JEWELRY:												
					TALENTS & RACIAL	A	BILTIES	BENEF	ITS:			
					Damage Bonus,	Pa	arry Bonus (dago	g <u>er)</u>				
OTHER VALUABLES	:				Initiative Bonus	(ro	oll 2 die type lov	ver unl	ess using shield the	en 1)		
									ing from behind)			
					-				on natural 18-19)			
					Backstab (dama	-	•					
LANGUAGES	M	STERY LEV	e Ir	TERACY MASTERY	Halflings gain +	50	Hiding bonus ii	n natu	ral terrain			
Kalamaran	1412	75		28								
							<u> </u>					
					Mundane Item		Location I		Mundane Item	Location		Enc.
					leather armor				2 small belt pouch	les		
Magic Items or Sp	ell Comp	onent(s)	E	ffects/Notes	2 daggers			!	knapsack			
					<u>3 throwing knives</u> wineskin (2 quart cap.)				cap.)			
small shield +1					thieves' tools trail rations (3 days)							
dagger +1					30' hemp rope			.				
throwing knife	+2				<u>6 candles</u>			.				
minor healing p	ootion				flint & steel							
					2 pieces of chall	k		_				
					leather boots			_				
					woolen trousers	5 &	tunic					
					linen undershirt	t						
					woolen cloak							
					leather belt							
		<u> </u>										
S Universal S Acting (Lks, C Animal Husk	^{:ha)} ɔandry (V	Vis)	12	_% Listeni _% Obser	nt) ing (Wis) vation (Wis)		<u>12</u> % <u>46</u> % <u>47</u> % 10%	ID tr	e r Skills rap rm trap		/laster 39 41	

S
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S

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	4
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	_

17 % 12 _% 12 _% 35 % 12 _% 10 % 10 _% 10 _% 32 % 12 % 10 % 4<u>1 (01)</u> % 10 % 6 % 6 %

Law (Int)	12	%
Listening (Wis)	46	%
Observation (Wis)	47	%
Oration (Cha)	10	%
Persuasion (Cha)	10	%
Pick Pocket (Dex)	42 (-18)	%
Reading Lips (Int)	12	%
Recruiting (Cha)	10	%
Resist Persuasion (Wis)	12	%
Rope Use (Dex)	14	%
Salesmanship (Int, Wis, Cha)	10	%
Scrutiny (Wis)	26	%
Seduction, Art of (Cha, Lks)	10	%
Skilled Liar (Cha)	10	%
Sneaking (Dex)	70 (30)	%
Survival (Wis, Con)	12	%
Torture (Int)	12	%
Tracking (Wis)	12	%
+ Mastery is equal to lowest relevant ability un	ess addition	al RD

lock picking <u>41_%</u> riddling 22 % fast talking 18 _% forgery 19 _% swimming 13 % cooking/baking 43 % mathematics 19 _% appraisal (sundries) 18 _% appraisal (spices & perfumes) 19 _% % %

* Cartography is Universal for those with the Literacy skill

+ Mastery is equal to lowest relevant ability unless additional BP spent (with shield)

Character:	Class: Fighter Level: 7	Alignment: Lawful	HackMaster
	Age: 21 Height: Weight: Hair:	Eyes:	Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE FOR NEXT LE	
13 / 75 % STR	DMG. +1 FEAT +4 LIFT 230 lb CARRY 71 lb DRAG 575 lb MOD. +1 OF STR. +4 (LBS) 230 lb (LBS) 71 lb (LBS) 575 lb ATTACK 0 MOD.	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,2C 10TH = 14,1	Observation Check: 10 Listening Check: 10 Feat of Strength: d20p+4
10 / 50 % WIS	Init +2 Defense Mental Saving Mod. Mod. Throw Bonus	SPEED IN	IT SPEED INIT
ທ 13 / 83 _% DEX	INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF +4 MOD. THROW BONUS +1 AGILITY	9 5112 -	+3 8 4112 +3

ABILITIE	14 / 55 $_{\scriptscriptstyle \%}$	CON	Physical Saving Throw Bonus	+1					
AB	8 / 69%	LKS							
	10 / 54%	СНА	TURNING MOD.	n/a	Morale Mod.	0			
	87		HON WINDOW Gre	at	HON Penalty Window	≤17			
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session						
			CATEGORY OF FAME:						

Morale: ● Hero ○ Fearless ○ Brave ○ Steady ○ Nervous ○ Cowardly

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +1 SPECIALIANON RACIA BONUS ABILITIES TALENTS MAGIC SHIFTD LEVE! ARINI TOTAL +1 Attack Bonus +7 +3 +1+2 -1 -2 +2 -1 Speed -1 +2 +2 +3 Initiative +2 +2 -5 +6 +5 Defense +1 +2 +1 +4 Damage Base Weapon Speed: _ 31/2' 10 Base Weapon Damage: 2d8p Reach: Specialization +2 +3 +4 +1+5 • (x BP) . Attack • (2x BP) O (3x BP) O (4x BP) O (5x BP) Speed • (x BP) • (2x BP) O (3x BP) O (4x BP) O (5x BP) Defense • (x BP) (2x BP) O (3x BP) O (4x BP) O (5x BP) (x BP) (2x BP) O (3x BP) O(4x BP)O (5x BP) Damage Notes:

Fame



Missile Weapor Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8



combat profile for: javelin



Μ

2d4p+1

combat profile for: dagger

6

TOP

INIT

+3

1

REACH

SPEED

combat profile for: horseman's mace

Previous Hit Point Roll 2	Luck Points	Threshold of Pain 22	Accumulated Building Points
Body: splint mail Shield: medium		reduction = $\underline{6}$) e, absorbs $\underline{6}$ hp)	Fatigue Factor
Damage Tracker			

HIT POINTS: 48

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASURE S	STOWED ((in packs,	bags, etc.)					Pro	FICIENCIES				
TRADE COINS		СР	SP	GP	LOCATION			ligh	nt, mediur	m & he	eavy armor, shield, lor	ngsword, dagg	ger,
		4	65					Hik	ing/Road	march	ing, Laborer, Phalanx	Fighting, jave	elin,
								hor	rseman's r	nace,	lance		
GEMS:						QUIRKS & FLAW	s						
						Superstitious	(has	s "mag	gic" charm	to pto	otect him/herself)		
						Sterile							
JEWELRY:													
						TALENTS & RACI	IAL A	BILTIES	;	ΒεΝΙ	EFITS:		
OTHER VAL	UABLES:												
LANGUAGES	-		STERY LEVE	. 1	ITERACY MASTER								
Kalamarar		IVIA	68	:L L	ITERACY IVIASTE	Y							
				_									
				_									
						Mundane Item		Loca	tion	Enc.	Mundane Item	Location	Enc.
				_		splint mail					trail rations (3 days)		
Magic Item	is or Spe	ll Comp	onent(s)		Effects/Notes		ld				"lucky" magic charm	n on string	
,		. comp				horseman's m	nace				quiver, javelin		
longswor	rd +1					dagger					3 javelins		
						whetstone							
						50' hemp rop	e						
						leather boots							
						woolen trous	ers 8	& tuni	с				
						linen undersh							
						woolen cloak							
						leather belt							
						2 small belt p	ouc	hes					
						_ backpack	0000	105					
						– wineskin (2 g	uart	can)					
											1		
S Unive	ersal Sk			Master	7	V (Int) :ening (Wis)			<u>9 %</u> 0 %		her Skills	Mastery	-
	ig (Lks, Cha al Husba		/is)	8		servation (Wis)			0 %		opraisal (arms & armor)	19	-
I Anim	al Mimic		,	16	_% Ora	ition (Cha)			8_%	<u> </u>	ding (equine)		_%
L Boati	ng (Wis)			<u>13</u> 0	_′° I	suasion (Cha) k Pocket (Dex)			<u>8 %</u> 3 %				_% %
	ography* ping/Rap		(Str. Dex)	22		iding Lips (Int)			<u> </u>				_% %
	ent Affair	S (Wis)	(=, =,	10	_% Red	cruiting (Cha)			27_%				_% %
	macy (Cl			35 8	_	ist Persuasion (Wis)			<u>4</u> % 9%				_ ⁻⁷⁰
	uise (Int, C action (Cl			8		oe Use (Dex) esmanship (Int, Wis, Cha)			<u>9</u> % 8%				_ ⁻ 0 %
Escap	be Artist	(Int, Dex)		9	_% Scr	utiny (Wis)		1	5 %				_% %
	Building			<u>10</u> 8		uction, Art of (Cha, Lks)			<u>8</u> %				_% %
	n <mark>Info.</mark> (Int I g (Int, De))	8		lled Liar (Cha) eaking (Dex)			<u>8 %</u> 3 %				_%
Interr	rogation	(Wis, Cha)	8	_% Su	vival (Wis, Con)			<u> </u>				_% %
	idation (Str, Cha)		<u> </u>	_% Tor	ture (Int)			9_%				_/0 %
Jump	oing (Str)				_∕v ITra	cking (Wis)		1	0 %				

* Cartography is Universal for those with the Literacy skill

D Tracking (Wis) <u>10</u>% † Mastery is equal to lowest relevant ability unless additional BP spent

Character:	Class: Fighter	Level: _ 7 Alignment:	HackMaste
Race: Dwarf Gender: Ag	e: 56 Height: Weight:	_ Hair: Eyes:	I I UUNIVIUSIO
Patron God(s):	(Anointed? Y 🗆 N 🕒) Handedness:	Righty	Character Record

		_								
	14 / 59 %	STR	Dмg. Mod.	+2 FEAT OF ST	+6 _{R.}	Lift (LBS) 240 lb	Carry (lbs)	84 lb	Drag (lbs)	600 lb
	8 / 64%	INT	Attack Mod.	-1						
	10 / 19 _%	WIS	Init Mod.	+2	Defense Mod.					
ES	10 / 57 $_{\scriptscriptstyle \%}$	DEX	Init Mod.	+2	Attack Mod.	De Mo	FENSE			
ABILITIES	18 / 44 $_{\scriptscriptstyle\%}$	CON								
AB	7 / 50%	LKS								
	9 / 27%	СНА	TURNING	Mod.						
	83		HON Window	Great		HON Penai Window	.TY ≤	17		
	Honor		Honor E	Bonuses or	Penalties:	1 mulligan pe +1 to a die ro				

Experience For Next Level: 6600 8TH = 8700 9TH = 11,200 10TH = 14,150 11TH = 17,600 11TH = 17,600	Quick ReferencesObservation Check:10Listening Check:10Feat of Strength:d20p+6Turn/Cmd Undead:
SPEED SPEED +7 +7 +7 +7 +7 +7 +7 +7 +5 +5 +5 +5 +5 +5 +5 +5 +5 +5	SPEED INIT 8 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5

 Armor Worn

 Body:
 banded mail (damage reduction = 6)

 Shield:
 medium +1 (+ 7 defense, absorbs 7 hp)

Accumulated Building Points

Сом	BAT P R	OFILE V	vітн W	EAPON	#1: ba	ttle a	xe +2		
LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL	ARMOR	SHIFT	MAGIC		Total
+3	-1	+2	+1				+2	Attack Bonus	+7
-1		-3	-1		+1			Speed	-4
-1	+4				+2			Initiative	+5
	0	+3	+1		-4	+7		Defense	+7
	+2	+3	+1				+2	Damage	+8
Base W	/eapon S	peed: _1	2	Base	Weapon	Damag	e:4d3p	Reach:	3′
Special	ization	+1		+2		;	+4		
Attack		• (x Bl	P)	(2x BP)	O (3:	x BP)	O (4x BP)	(5x BP)	
Speed		• (x Bl	P)	(2x BP)	• (3)	k BP)	O (4x BP)	(5x BP)	
Defens	se	• (x Bl	● (x BP) ● (2x BP) ● (3x B		k BP)	O (4x BP)	(5x BP)		
Damag	ge	• (x Bl	P)	(2x BP)	• (3)	k BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 60

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

PREVIOUS HIT POINT ROLI	: 9		SPELLS AVAILABLE				
		LEVEL					
		Appr.					
		Jrnym.					
	(Starter	1					
		2					
		3					
	-10	4					
Luck Points	Threshold of Pain	5					

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 OC	000	ОС	000	0 0 0	000
00000	0000	00 00	000	ОС	00		
		1					

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED	(in packs	, bags, etc.)					Γ	PROFICIENCI	ES	
TRADE COINS	СР	SP	GP	LOCATION				light, med	ium & heav	y armor, shield, battle axe,
	5	32						warhamm	er, light cro	sbow, Hiking/Roadmarching,
								Laborer		
							L			
G EMS:					QUIRKS &	FLAWS			Role-Pl	AYING NOTES:
					Miserly					
					Facial So	car				
JEWELRY:							_			
					TALENTS	& Racial A	BI	ILTIES	BENEFIT	5:
OTHER VALUABLES	:				Attack B	onus (batt	tle	e axe)		
						Bonus (b				
						nus (battl				
						de (battle	а	ixe)		
						ht Vision				
LANGUAGES	м	ASTERY L	EVEL	LITERACY LEVEL	+6 savin	g throw b)0	onus vs. mag	gic & poisor	1
Dwarven		69		9						
Kalamaran		19								
						Mundan	ie	Item	Location	Mundane Item Location
						banded	n	nail		standard rations (1 week)
						warham	۱m	ner		mess kit
						whetsto	<u>n</u>	e		6 iron spikes
Magic Items or S	pell Cor	nponent	(s)	Effects/N	otes	50' hemp rope				wool blanket
						leather b	bo	oots		light crossbow
Minor Healing F	otion				·	woolen	tr	rousers & tu	inic	quarrel case (hunting)
Battle Axe +2	. 1					linen undershirt				20 light bolts
Medium Shield	+1					woolen	cl	loak		chalk
						leather b	be	elt		
						2 small b	be	elt pouches	5	
						backpac	ck	ζ		
						wineskir	n	(2 quart ca	p.)	
						trail ratio	or	ns (3 days)		
							_			

Acting (Lks, Cha)
Animal Husbandry (Wis)
Animal Mimicry (Wis)
Boating (Wis)
Cartography [*] (Int)
Climbing/Rappelling (Str, Dex)
Current Affairs (Wis)
Diplomacy (Cha)
Disguise (Int, Cha)
Distraction (Cha)
Escape Artist (Int, Dex)
Fire-Building (Wis)
Glean Info. (Int, Wis, Cha)
Hiding (Int, Dex)
Interrogation (Wis, Cha)
Intimidation (Str, Cha)
Jumping (Str)

Universal Skills

Master	y†	Law (Int)
7	%	Listening
9	%	Observat
9	%	Oration (
9	%	Persuasio
8	%	Pick Pock
9	%	Reading
9	%	Recruitin
8	_%	Resist Pe
8	_%	Rope Use
8	_%	Salesmai
8	_%	Scrutiny
12	_%	Seductio
8	_%	Skilled Li
8	_%	Sneaking
8	_%	Survival
15	_%	Torture (
14	_%	Tracking

Law (Int)	8	_%
Listening (Wis)	10	_%
Observation (Wis)	10	_%
Oration (Cha)	8	_%
Persuasion (Cha)	8	_%
Pick Pocket (Dex)	9	_%
Reading Lips (Int)	8	_%
Recruiting (Cha)	8	_%
Resist Persuasion (Wis)	8	_%
Rope Use (Dex)	19	_%
Salesmanship (Int, Wis, Cha)	8	_%
Scrutiny (Wis)	15	_%
Seduction, Art of (Cha, Lks)	7	_%
Skilled Liar (Cha)	8	_%
Sneaking (Dex)	9	_%
Survival (Wis, Con)	9	_%
Torture (Int)	8	_%
Tracking (Wis)	9	_%
⁺ Mastery is equal to lowest relevant ability u	nless additio	onal BP spent

Other Skills	Master	у
appraisal (arms & armor)	13	_%
mining	29	_%
cooking/baking	12	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)						PROFICIE	NCIES		
Trade Coins	CP SP	GP	LOCATION			light, m	edium & heavy	armor, shield, longs	sword
	8					dagger			
Gems:				QUIRKS 8	FLAWS		Role-Pla	YING NOTES:	
				Fear of	Heights				· · · · · · · · · · · · · · · · · · ·
				Prematu	urely Gray		<u> </u>		
JEWELRY:									
				TALENTS	& RACIAL A	BILTIES	BENEFITS	:	
OTHER VALUABLES:				Turn Un	dead				
				Fast Hea	ler				
				Charm F	Resistant				
				Illusion	Resistant				
					ance to de				
LANGUAGES	MASTERY LEV	. I	LITERACY LEVEL	1 1	-		pells that misle		
Kalamaran	81		37	Attack B	onus, Dan	nage Bon	us, Parry Bonus,	Swiftblade (longsw	vord)
					Mundan	e ltem	Location	Mundane Item	Location
					Mundan splint m		Location	Mundane Item wineskin (2 quart	
						ail	Location		cap.)
					<u>splint m</u>	ail 1 shield	Location	wineskin (2 quart	cap.)
Magic Items or Spe		 ;)	Effects/N	lotes	<u>splint m</u> medium	ail 1 shield	Location	wineskin (2 quart trail rations (3 day	cap.)
Magic Items or Spe				lotes	splint m medium longswo	ail shield ord	Location	wineskin (2 quart trail rations (3 day divine icon	cap.)
				lotes	splint m medium longswo dagger	ail shield ord p rope	Location	wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem	ail n shield ord p rope	Location	wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche	ail n shield ord p rope ss reel	Location	wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather l	ail n shield ord p rope ss reel		wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather h woolen	ail ord prope ss seel poots		wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather h woolen	ail ord prope ss ceel poots trousers & dershirt		wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather l woolen linen un	ail shield ord p rope s ceel boots trousers & dershirt cloak		wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather h woolen linen un woolen leather h	ail shield prope s ceel boots trousers & dershirt cloak belt	k tunic	wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather H woolen linen un woolen leather H 2 small H	ail shield ord p rope s ceel coots trousers & dershirt cloak oelt oelt poucl	k tunic	wineskin (2 quart trail rations (3 day divine icon	cap.)
Scroll: Endure Cold, Endu				lotes	splint m medium longswo dagger 50' hem 6 torche flint & st leather h woolen linen un woolen leather h	ail shield ord p rope s ceel coots trousers & dershirt cloak oelt oelt poucl	k tunic	wineskin (2 quart trail rations (3 day divine icon	cap.)

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

%

%

%

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%

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%

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%

%

%

%

32

18

18 %

22

14

9

18

15 %

14

35

9

25

14 %

9

14 %

21

10 % Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

35 %

27

15 %

15 %

9 %

14 %

15 %

41 %

9 %

14 %

18 %

13

15

9 %

8 %

14 %

18 %

%

%

% 34

%

Other Skills	Maste	ry
Religion (Courts of Justice)	65	_%
Divine Lore	53	_%
History, Ancient	31	_%
Riding (equine)	25	%
First Aid	47	%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%
		_^

65 _%

53 %

31 _%

47 %

_%

%

%

%

_%

%

%

%

%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIEN	CIES		
Trade Coins	СР	SP	GP	LOCATION			.	light, me	dium & heavy	armor, shield, staff,	sling, mace
	7	12					.				
							L				
G EMS:					QUIRKS &	FLAWS			Role-Pla	YING NOTES:	
					Needy						
					Myopia						
JEWELRY:											
						& RACIAL A	BI	LTIES	B ENEFITS:	:	
OTHER VALUABLES	:				Turn Un						
					Immune				+1 bonu	is to allies' fear saves	(10' r)
						nus (mace Resistant	2)		<u> </u>		
									<u> </u>		
									<u> </u>		
LANGUAGES	М	ASTERY LE	EVEL L	ITERACY LEVEL					<u> </u>		
Kalamaran		67		32					<u> </u>		
										1	
						Mundan			Location	Mundane Item	Location
						splint m				wineskin (2 quart	
	<u> </u>		<u> </u>			medium	1 5	shield		trail rations (3 day	5)
Magic Items or S	Spell Cor	nnonent	·(c)	Effects/N	otes	staff				divine icon Metal Scroll Case	
Healing Salve (9		nponent	.(3)	LIICCU3/IN		mace					
Potion of Sleep	0.000)					6 torches					
Scroll: Purify Foo	od, Thera	apeutic T	Touch			flint & steel					
Scroll: Cure Sma				mperceptibility	, to	leather boots					
Undead, Pepp						linen un				-	
						woolen				-	
						leather k				-	
								elt pouch	05	-	
										-	
						backpack				<u></u>	
						mess kit				-	
										-	

Universal Skills	Master	y†
Acting (Lks, Cha)	7	%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	-43 (7)	_%
Current Affairs (Wis)	13	_%
Diplomacy (Cha)	14	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	-33 (7)	_%
Interrogation (Wis, Cha)	13	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	12	_%

8 % Law (Int) 1 (16) % Listening (Wis) Observation (Wis) -20 % Oration (Cha) 14 % 14 % Persuasion (Cha) -58 (7) <u></u>% Pick Pocket (Dex) Reading Lips (Int) 8 % 27 % Recruiting (Cha) Resist Persuasion (Wis) 13 7 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 20 % 31 Scrutiny (Wis) 7 Seduction, Art of (Cha, Lks) 14 Skilled Liar (Cha) % -<u>63 (7) </u>% Sneaking (Dex) Survival (Wis, Con) 13 % 8 % Torture (Int) <u>13 %</u> Tracking (Wis)

%

%

%

%

Other Skills	Mastery
Religion (Church of Everlasting Hope)	%
First Aid	<u> 53 %</u>
Cooking/Baking	%
Divine Lore	<u> 36 </u> %
Swimming	%
Carpentry/Woodworking	<u> 18 </u> %
	%
	%
	%
	%
	%
	%
	%
	/0

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs,	bags, etc.)				PROFI	CIENCIES			
TRADE COINS	СР	SP	GP	LOCATION			light	mediu	m & heavy	armor, shield, scimi	tar, knife,
	10	22					javel	n			
G EMS:					QUIRKS 8				Role-Pla	YING NOTES:	
					Glutton						· · · · · · · · · · · · · · · · · · ·
					Allergie	s: Pollen			<u> </u>		
JEWELRY:											
						& RACIAL A			BENEFITS:		
OTHER VALUABLES					Freedor	n of Actior	1			ee of any bond & immune to	o spells that
									restrict/inh	ibit movement	·····
					Hit Poin						
						sonus, Dan	nage B	onus, Pa	arry Bonus,	Swiftblade (Scimita	ar)
											·····
LANGUAGES	M	astery Li	EVEL	LITERACY LEVEL							·····
Kalamaran	<u> </u>	72	<u> </u>	24							·····
										i	
						Mundan		L	ocation	Mundane Item	Location
						chainma	il			wineskin (2 quart	
						knife				trail rations (3 day	/S)
			(-)]	<u>50' hem</u>	o rope			divine icon	
Magic Items or Strength of Iron		nponent	.(S)	Effects/N	otes	knife				Quiver, javelins	
Scimitar +2	DIEW					leather k				4 javelins	
Medium Shield	1.2					woolen			ic		
Medium Shield	+Ζ					linen un		t			
						woolen					
						leather k					
						2 small k		uches			
						backpac	k				
										!	

S K I L L S

Universal Skills	Mastery [†]
Acting (Lks, Cha)	<u> 11 %</u>
Animal Husbandry (Wis)	<u>13</u> %
Animal Mimicry (Wis)	13 %
Boating (Wis)	13 %
Cartography* (Int)	<u> 19 %</u>
Climbing/Rappelling (Str, Dex)	-27 (8) %
Current Affairs (Wis)	<u>21 %</u>
Diplomacy (Cha)	<u> 12 %</u>
Disguise (Int, Cha)	9%
Distraction (Cha)	<u> 12 %</u>
Escape Artist (Int, Dex)	9%
Fire-Building (Wis)	<u>13</u> %
Glean Info. (Int, Wis, Cha)	9 %
Hiding (Int, Dex)	-32 (8) %
Interrogation (Wis, Cha)	<u> 27 %</u>
Intimidation (Str, Cha)	12 %
Jumping (Str)	15 %

Law (Int)	9	%
Listening (Wis)	3 (13)	%
Observation (Wis)	13	%
Oration (Cha)	12	%
Persuasion (Cha)	12	%
Pick Pocket (Dex)	-52 (8)	%
Reading Lips (Int)	19	%
Recruiting (Cha)	12	%
Resist Persuasion (Wis)	19	%
Rope Use (Dex)	8	%
Salesmanship (Int, Wis, Cha)	9	%
	13	%
Scrutiny (Wis) Seduction, Art of (Cha, Lks)	11	_~0 %
Seduction, Art of (Cha, Lks) Skilled Liar (Cha)	12	_% %
		_
Sneaking (Dex)	<u>-42 (8)</u> 15	<u>%</u>
Survival (Wis, Con)		<u>%</u>
Torture (Int)	9	_%
Tracking (Wis)	24	_%

Other Skills	Mastery
Religion (Face of the Free)	%
Animal Training (dogs)	<u> 18 </u> %
First Aid	33%
Divine Lore	%
Lock Picking	<u>-2 (23)</u> %
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Cha	racter:				Cla	ss: Mage	Lev	el: _ 7	Alignmen	nt:	_	Had	ckľ	Master
Race	: Human	Sex:	Age: 32	2 Height	:	Weight:	Hair:		Eyes:		_	<u> </u>	6 .	2
Patro	on God(s):			(An	ointed? Y	′□N□) Hand	dedness: <u>Righ</u>	<u>ty</u>	Experienc 6600	E	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200	Quic	k Referen	
	7 _/ 38,	STR	Dмg. Mod.	-2 Feat -	5 Lift (LBS)	149 lb Carry 3 (LBS)	36 lb ^{Drag} 373 (LBS) 373	lb			5тн = 3400 6тн = 4850 7тн = 6600		ervatio ening C	n Check: 20 heck: 22
	13 / 73 🤉	, інт	Attack Mod.	+1							8тн = 8700 9тн = 11,200 10тн = 14,150		of Stre Undea	
	10 _/ 21 _%	wis	Init Mod.			Mental Savir Throw Bonu		_ '	SPEE	D	INIT	SPEI	767	INIT
IES	12 / 13 🤅	DEX	Init + Mod.	1 Attack +1 Mod.	Defense Mod.	+1 DODGE SAVI THROW BON	ING 0 FEAT OF - IUS AGILITY	+1	13	titie +	4 +4	20	title+	3 +4
ABILITIES	12 _/ 02 _%		PHYSICAL THROW BO					_		-2	7 1 📎	a n	ı/a	n/a
Α	11 / 13 _%	LKS						_	8'	2d4	4p+2 5 6	AND A	2d	^{6p} 6
	13 / 79	, CHA				DRALE MOD.		_	REAC		TOP SAVE	REA		SAVE
	97			Great	Wi 1 mu	NDOW ≤ 17	1	Part		p defen	for staff se die vs. 1 attack; Luck		after	for light crossbow
	Honor	-	HONOR BO CATEGORY		TIES: +1 to	a die roll per ses.	sion		POINT ROLI		Points	of Pain 13	蜜	Building Points
	Fame	Mora	le: • Herc	• OFearless	OBrave (OSteady ONe	rvous OCoward		w. thick		Armor Worn (damage red	l L 1		Fatigue Factor
Co	MBAT PROFIL						_	Shie	eld: none	5	(+ defense, a	absorbs	hp)	-1
LEVE	ABUTTES SPE	INTERIOR TRENTS	QACIAL BONU	ARMOR SHELD	MAGE		TOTAL	Dam	age Tracker -2					No.
+1	+2				+1	Attack Bonus Speed	+4	Hn		: 34				
+1	+3 +1 +1	+1	_	-1		Initiative	+4 +2			Points	Days to Heal		Points	Days to Heal
	-2				+1	Defense Damage	-1		und #1			Wound #6 Wound #7		
	Weapon Speed:			apon Damage			8′	Wou	und #3			Wound #8		
Spec Atta	_	1 (BP) O	+2 (2x BP)	+3 (3x BP)	+4 (4x BP)	+5 (5x BP)			und #4			Wound #9		
Spe			· ,	. ,	O (4x BP)	- ()		Wou	und #5			Wound #10		
Defe	ense 🛛 🔘 (;	(BP) O	(2x BP)	O (3x BP)	O (4x BP)	O (5x BP)					SPELLS (MEMORIZED			
Dam	nage O (k BP) O	(2x BP)	(3x BP)	O (4x BP)	(5x BP)		LEVEL		SPELL(S				uration Damage
Note	es:								εO	•	Illumination, Fire		Jeeu Di	diation Damage
						haur		JOURNEYM			light, Tireless Run			
	MBAT P ROFIL				ni cross	bow		1	О	Doze				
	THES	INITATION TALENTS	RACIALBONU	° & .0	.(.			2			ten, Illusory Leathe i			
LEVE	ABILITIES SPE	INITAL TALENTS	RACIT	ARMOR SHIFLD	MAGIC		TOTAL	3			Hot Metal, Withsta		adowsk	
+1	+2					Attack Bonus	+3	4 5			le , Memory Wipe ncing Lightshow,			
+1	+3					Speed Initiative	+4	6			thic Mute			
	-2					Damage	-2	7	О	Induce	Nervousness			
Base	Weapon RoF: _2	0	Base We	eapon Damage	: 2d6p			8	0					
Spee	ialization +	1	+2	+3	+4	+5		9	0					
Atta			(2x BP) (2x BP)	. ,	O (4x BP) O (4x BP)			10	0		•			
			(2x BP) (2x BP)		O(4x BP) O(4x BP)			TOTAL SPE SPELL POIN		64	0			
	Missile	Distan	ce (ft)	Attack	Die]								
	Weapon	5 - 60		d20j	р						000 000			
	Ranges	61-100		d20p	-4							00 00	000	00000
		101-140		d20p	-6			SHIULLI L						
		141-180		d20p	-8]		*Clerics do r	not have App	prentice o	or Journeyman level spe	lls nor do they e	mploy Spel	ll Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.) TRADE COINS CP SP GP Location								PROFICIEN	ICIES			
Trade Coins				dagger,	magical	transcri	iption, staff, crossbow					
	3	14										
							Ŀ					
GEMS:					QUIRKS 8	FLAWS			R	OLE-PLAY	VING NOTES:	
					Absent	Minded						
					Flatuler	ice						
JEWELRY:												
					TALENTS	& RACIAL A	BII	LTIES	В	ENEFITS:		
OTHER VALUABLES	:					Bonus vs.	_	pells				
						onus (staff)						
						Spell Fati	gı	Je				
						Resistant						
					J							
LANGUAGES	М	ASTERY L	EVEL	LITERACY LEVEL]							
Kalamaran		82		51								
						Mundan	~	ltom	Locat	tion	Mundane Item Location	
						thick rok			LOCA	lion	woolen trousers & tunic	
				·····		dagger					linen undershirt	
						staff					woolen cloak	
Magic Items or S	pell Cor	nponent	:(s)	Effects/N	otes	light crossbow					leather belt	
Potion of Buoya	ncy					quarrel case (hunting)			ing)		2 small belt pouches	
Wand of Summo	oning (4	charges	;)			20 bolts					knapsack	
Scroll: Enfeeble,	Memor	y Wipe (l	esser)			10 candles					wineskin (2 quart cap.)	
Scroll: Bottomless Pou	uch, Transm	nogrify, Enti	rancing Lig	htshow		6 torche	s				trail rations (3 days)	
Staff +1						flint & st	e	el			standard rations (1 week)	
						10 page	S	vellum			signal whistle	
						2 metal	sc	roll case	S		wool blanket	
						4 quills					chalk	
		<u>6 oz. black ink</u>					spell components					
		brass signal mirror			·							
						leather boots						
											<u> </u>	

Acting (Lks, Cha)	11
Animal Husbandry (Wis)	21
Animal Mimicry (Wis)	9
Boating (Wis)	9
Cartography* (Int)	13
Climbing/Rappelling (Str, Dex)	5
Current Affairs (Wis)	9
Diplomacy (Cha)	13
Disguise (Int, Cha)	13
Distraction (Cha)	13
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	17
Glean Info. (Int, Wis, Cha)	19
Hiding (Int, Dex)	11
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	5
Jumping (Str)	5

Universal Skills

Mastery[†]

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13 Law (Int) 22 Listening (Wis) Observation (Wis) 20 Oration (Cha) 13 13 Persuasion (Cha) Pick Pocket (Dex) 11 13 Reading Lips (Int) 13 Recruiting (Cha) Resist Persuasion (Wis) 14 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 19 19 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 Skilled Liar (Cha) 13 Sneaking (Dex) 11 Survival (Wis, Con) 9 13 Torture (Int) 9 Tracking (Wis)

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Other Skills	Mastery					
arcane lore	45%					
cooking/baking	19%					
reading lips	20%					
	%					
	%					
	%					
	%					
	%					
	%					
	%					
	%					
	%					
	%					

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED	(in packs, bags, etc.)				F	PROFICIENCIES		
Trade Coins		GP LOCATION			:	short sword	, staff, dagg	er, short bow,
	7 12				1	magical trar	nscription	
					Ľ			
G EMS:			QUIRKS 8	FLAWS			ROLE-PLAY	YING NOTES:
			Paranoi	d				
			Hard of	Hearing				
JEWELRY:					—			
			TALENTS	& RACIAL A	BIL	TIES	BENEFITS:	
OTHER VALUABLES:			Less Sle	ер				
			Elves ga	ain +50 Hid	din	ig bonus in	natural terra	ain
			Parry Bo	onus (short	t s	word)		
				not (short l				
			+3 save	bonus vs.	sp	oells		
LANGUAGES	MASTERY LEVEL	LITERACY LEVEL						
Elven	74	51						
Kalamaran	42							
				Mundan	ie l	tem l	ocation	Mundane Item Location
				thick rob	be	S		woolen cloak
				2 short s	sw	ords		leather belt
				dagger				2 small belt pouches
-	pell Component(s)	Effects/N	otes	short bo	зw			backpack
	ation (24 charges)			quiver, hunting				wineskin (2 quart cap.)
Scroll: Scorch				<u>12 arrows</u>				trail rations (3 days)
Potion of Giantis				miner's lantern				wool blanket
Potion of Water I				<u>1 pint lamp oil</u>				spell book
Wand of Summo	oning (14 charges)			flint & st	tee	2		spell components
				4 pages	ve	ellum		
				4 quills				
				<u>2 oz. bla</u>	ıck	ink		
				leather b	bo	ots		
				woolen	tro	ousers & tun	ic	
				linen un	ιdε	ershirt		
L								l
S Universal Sk	cills Ma	stery [†] Law (I			_	16_%	Other S	kills Mastery
S Universal Sk Acting (Lks, Ch		<u>9</u> % Listen	ing (Wis)		_	%	arcane	lore 61 %

Acting (Lks, Cha)	9
Animal Husbandry (Wis)	15
Animal Mimicry (Wis)	15
Boating (Wis)	15
Cartography* (Int)	34
Climbing/Rappelling (Str, Dex)	7
Current Affairs (Wis)	15
Diplomacy (Cha)	9
Disguise (Int, Cha)	9
Distraction (Cha)	9
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	24
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	19
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	7
Jumping (Str)	15

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Law (Int)		16	_%
Listening (Wis)		7	_%
Observation (Wis)	20	_%
Oration (Cha)		9	_%
Persuasion (Cha)		9	_%
Pick Pocket (Dex)		11	_%
Reading Lips (Int))	16	_%
Recruiting (Cha)		9	_%
Resist Persuasior	ר (Wis)	22	_%
Rope Use (Dex)		11	_%
Salesmanship (In	it, Wis, Cha)	27	_%
Scrutiny (Wis)		20	_%
Seduction, Art o	f (Cha, Lks)	9	_%
Skilled Liar (Cha)		9	_%
Sneaking (Dex)		16	_%
Survival (Wis, Con)		5	_%
Torture (Int)		16	_%
Tracking (Wis)		15	_%
+ Mastericis aqual to low	unst volgunget ability upl	acc additio	nal Dr

Other Skills	Mastery
arcane lore	61%
history, ancient	37%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: _7	Alignment:		HackMaster
	_ Age: 18 Height: Weight: Hair:	_ Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE	FOR NEXT LEVEL:	
		6600	2nd = 400 3rd = 1200 4th = 2200	Quick References
12 / 56 % STR	DMG. +1 FEAT +1 LIFT 215 lb CARRY 56 lb DRAG 538 lb MOD. OF STR. (LBS) (LBS) (LBS)		5тн = 3400 6тн = 4850	Observation Check: 27 Listening Check: 27
12/30%			7-11 - 6600	

	15 / 49 %	INT	Attack +2 Mod.
	10 / 20 %	WIS	INIT +2 DEFENSE 0 MENTAL SAVING Mod. Mod. Throw Bonus
S	16 / 04 %	DEX	INIT -2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +9 MOD. MOD. THROW BONUS AGILITY
ABILITIES	8 / 12 _%	CON	Physical Saving -1 Throw Bonus
AB	11 / 76 %	LKS	
	12/32%	СНА	Turning Mod. n/a Morale Mod. +1
	85		HON WINDOW Great HON PENALTY WINDOW ≤17
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session
			CATEGORY OF FAME:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly

Сом	COMBAT PROFILE WITH MELEE WEAPON #1: longsword+2 (+dagger)										
LEVEL	ABUTTES	Specialit	ATION TALENTS	RACIAL	ARNOR	SHIELD	MAGIC		TOTAL		
+1	+5	+1					+2	Attack Bonus	+9		
		-1						Speed	-1		
-2	0							Initiative	-2		
	+4	+2 (+1)	+1 (+1)		-2			Defense	+7		
	+1	+1					+2	Damage	+4		
Base W	/eapon S	peed:1	0	Base	Weapon	Damage	:2d8	p Reach:	31/2'		
Special	ization	+1		+2	+3		+4	+5			
Attack		🔵 (x Bl) ((2x BP)	O (3:	x BP)	O(4x BP)) (5x BP)			
Speed		🔵 (x Bl) ((2x BP)	O (3)	x BP)	O(4x BP)	(5x BP)			
Defens	e	(x Bl		(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)			
Damag	je	• (x Bl		(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)			
Notes:	2 weap	oon style	, seconda	ry defen	ise						



Missile
Weapor
Ranges

	Distance (ft)	Attack Die
n	5 -60	d20p
	61-100	d20p-4
	101-140	d20p-6
	141-180	d20p-8
	141-180	d20p-8



d20p+1

INIT

ANNIS

2

TOP

SAVE

INIT

TOP

SAVE

Accumulated

Building Points

+7

2d4p+2

-2

4



HIT POINTS: 41

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: It. crossbow



7 58 27 GEMS: 100 sp. 50 sp	TREASURE STOWED) (in packs	, bags, etc.)						PROFICIENCIES					
Gens: 100 sp, 50 sp Jewelaw: OTHER VALUABLES: OTHER VALUABLES: Magic Items or Spell Component(s) Effects/Notes Minite thread Location Enclose Spell Component(s) Effects/Notes Minite thread Location Enclose Spell Component(s) Effects/Notes Main of Flowers (27 charges) Potion of Healing Longsword + 2 Stark Line undershit woolen trousers & tunic Line undershit woolen cloak Leather bolt Stark Isening (wa) 21/2 - % Other Skill	Trade Coins	СР	SP	GP	LOCATION				light armor, dag	gger, knife (melee), lor	ngsword, cro	ssbo	ow
Greedy Greedy Colorblind TALENTS & RACIAL ABLITES OTHER VALUABLES: TALENTS & RACIAL ABLITES Rearward Strike (bypass 3 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) LANGUAGES Mastery Level LITENACY MASTERY Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Mad of Flowers (27 charges) Potion of Sleep Mad of Flowers (27 charges) Potion of Healing Longsword +2 Potion of Healing Longsword +2 Strike Stablis Mastery t May during Listening (Wh) 15 % Mastery t Markery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Mastery t Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery disamine many display (Mastery t Marker trap 36 %		7	58	27										
Greedy Greedy Colorblind TALENTS & RACIAL ABLITES OTHER VALUABLES: TALENTS & RACIAL ABLITES Rearward Strike (bypass 3 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) LANGUAGES Mastery Level LITENACY MASTERY Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Mad of Flowers (27 charges) Potion of Sleep Mad of Flowers (27 charges) Potion of Healing Longsword +2 Potion of Healing Longsword +2 Strike Stablis Mastery t May during Listening (Wh) 15 % Mastery t Markery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Mastery t Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery disamine many display (Mastery t Marker trap 36 %														
Greedy Greedy Colorblind TALENTS & RACIAL ABLITES OTHER VALUABLES: TALENTS & RACIAL ABLITES Rearward Strike (bypass 3 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) LANGUAGES Mastery Level LITENACY MASTERY Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Mad of Flowers (27 charges) Potion of Sleep Mad of Flowers (27 charges) Potion of Healing Longsword +2 Potion of Healing Longsword +2 Strike Stablis Mastery t May during Listening (Wh) 15 % Mastery t Markery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Mastery t Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery t Mastery t Marker (Mastery t Law (dn) 15 % Mastery disamine many display (Mastery t Marker trap 36 %														
Jewelry: Colorblind	GEMS: 100 sp, 5	50 sp				ן ר	QUIRKS & FLAWS							
JEWELRY: TALENTS & RACIAL ABLITES BENEFITS: Parry Bonus (longsword & dagger) Initiative Bonus (roll 2 die type lower) Rearward Strike (bypass 3 DB when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Backstab (damage dice penetrate on max							Greedy							
OTHER VALUABLES: TALENTS & RACIAL ABUTIES BENEFITS: Parry Bonus (longsword & dagger) Initiative Bonus (roll 2 die type lower) Rearward Strike (bypass 3 DR When striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) LANGUAGES MASTERY LEVEL LITERACY MASTERY Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Madd of Flowers (27 charges) Mundane Item Location Potion of Sleep S0'silk rope sheet of vellum G torches quill 1 adays) Jarge canvas Sacks light crossbow hunding quarrel case Longsword +2 2 bolts 2 bolts Latter bolt 2 bolts 2 bolts Wolen cloak light crossbow light crossbow Latter bolt Law (min) 15 - 96 Other Skills Mastery disarm trap Mattering Was 15 - 96 27 - 96 disarm trap 36 - 96							Colorblind							
OTHER VALUABLES: Parry Bonus (longsword & dagger)	JEWELRY:													
OTHER VALUABLES: Initiative Bonus (roll 2 die type lower) Rearward Strike (bypass 3 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Backstab (damage dice penetrate on max & max-1) Backstab (damage dice penetrate on max & max-1) Magic Items or Spell Component(s) Effects/Notes Potion of Sleep Mundane Item Location Wand of Flowers (27 charges) Minife Potion of Healing Init & steel Init & steel Language canvas sacks Ight cossbow Inite trooper during quarrel case Zo bolts Woolen trousers & tunic Inite steel Large canvas sacks Initiative model Inite ather bolt So bolts Woolen cloak Inite undershirt Woolen cloak Inite undershirt Woolen cloak Inite undershirt Woolen cloak Inite undershirt Mastery† Lawy (nott Laty (nott 15 % Other Skills Mastery Mastery† 36 %							TALENTS & RACIAL A	В	ILTIES E	BENEFITS:				
OTHER VALUABLES: Initiative Bonus (roll 2 die type lower) Rearward Strike (bypass 3 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Backstab (damage dice penetrate on max & max-1) Backstab (damage dice penetrate on max & max-1) Magic Items or Spell Component(s) Effects/Notes Potion of Sleep Mundane Item Location Wand of Flowers (27 charges) Minife Potion of Healing Init & steel Init & steel Language canvas sacks Ight cossbow Inite trooper during quarrel case Zo bolts Woolen trousers & tunic Inite steel Large canvas sacks Initiative model Inite ather bolt So bolts Woolen cloak Inite undershirt Woolen cloak Inite undershirt Woolen cloak Inite undershirt Woolen cloak Inite undershirt Mastery† Lawy (nott Laty (nott 15 % Other Skills Mastery Mastery† 36 %							Parry Bonus (long:	S۱	word & dagger)					
Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Mundane Item Location Enc. 2 small belt pouches knife thieves' tools Softing Items (27 charges) 50' silk rope Potion of Healing 6 torches Longsword +2 2 large canvas sacks leather boots woolen trousers & tunic line undershirt woolen cloak leather belt 20 bolts	OTHER VALUABLES									er)				
Backstab (damage dice penetrate on max & max-1) LANGUAGES Mastrery Level Litreracy Mastery Adamaran 70 25							Rearward Strike (b	зу	/pass 3 DR when	striking fro	om behind)			
LANGUAGES MASTERY LEVEL LITERACY MASTERY Xalamaran 70 25							Superior Defense	()	Near Perfect Defe	ense on nat	tural 18-19))		
Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Potion of Sleep Mundane Item Location Enc. Wand of Flowers (27 charges) Potion of Healing bit is steel thieves' tools trail rations (3 days) Store Silk rope guill 1 oz. ink iight crossbow Longsword +2 Large canvas sacks leather boots 20 bolts Leather boots woolen cloak leather belt 20 bolts Universal Skills Masteryt Law (int) 15 % Other Skills Mastery Universal Skills Masteryt Law (int) 15 % Other Skills Mastery							Backstab (damage	e	dice penetrate o	n max & m	ax-1)			
Kalamaran 70 25 Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Potion of Sleep Mundane Item Location Enc. Wand of Flowers (27 charges) Potion of Healing thieves' tools thieves' tools Joingsword +2 50' silk rope sheet of vellum quill 2 large canvas sacks leather boots woolen trousers & tunic light crossbow linen undershirt woolen cloak leather belt 20 bolts	-					-								
Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Magic Items or Spell Component(s) Effects/Notes Vand of Flowers (27 charges) Mundane Item Location Potion of Healing S0' silk rope Longsword +2 fint & steel I oz. ink 2 large canvas sacks leather boots woolen trousers & tunic Jinter skills Inen undershirt woolen cloak leather belt Z0 bolts		M		EL L I		′								
Magic Items or Spell Component(s) Effects/Notes leather armor 2 small belt pouches Magic Items or Spell Component(s) Effects/Notes knife wineskin (2 quart cap.) Potion of Sleep thieves' tools trail rations (3 days) sheet of vellum Potion of Healing 6 torches quill 1 oz. ink Longsword +2 Itime value canvas sacks leather boots voolen trousers & tunic Inen undershirt woolen cloak leather belt 20 bolts Viversal Skills Mastery† Law (Int) 15 % Other Skills Mastery Mastery 19 % 0 % 27 % disarm trap 36 %			70		23									
Magic Items or Spell Component(s) Effects/Notes leather armor 2 small belt pouches Magic Items or Spell Component(s) Effects/Notes knife wineskin (2 quart cap.) Potion of Sleep thieves' tools trail rations (3 days) sheet of vellum Potion of Healing 6 torches quill 1 oz. ink Longsword +2 Itime value canvas sacks leather boots voolen trousers & tunic Inen undershirt woolen cloak leather belt 20 bolts Viversal Skills Mastery† Law (Int) 15 % Other Skills Mastery Mastery 19 % 0 % 27 % disarm trap 36 %		<u> </u>												
Magic Items or Spell Component(s) Effects/Notes leather armor 2 small belt pouches Magic Items or Spell Component(s) Effects/Notes knife wineskin (2 quart cap.) Potion of Sleep thieves' tools trail rations (3 days) sheet of vellum Potion of Healing 6 torches quill 1 oz. ink Longsword +2 Itime value canvas sacks leather boots voolen trousers & tunic Inen undershirt woolen cloak leather belt 20 bolts Viversal Skills Mastery† Law (Int) 15 % Other Skills Mastery Mastery 19 % 0 % 27 % disarm trap 36 %		<u> </u>												
Magic Items or Spell Component(s) Effects/Notes Potion of Sleep							Mundane Item		Location Er	nc. Munda	ne ltem	Location		Enc.
Magic hemis of Speir Component(s) Enects/Notes Potion of Sleep knife Wand of Flowers (27 charges) ishift rope Potion of Healing 6 torches Longsword +2 1 oz. ink Longsword +2 2 large canvas sacks Leather boots ight crossbow Leather boots 20 bolts Woolen cloak inen undershirt Leather belt 15 % Vniversal Skills Mastery [†] Law (Int) 15 % Listening (Wis) 27 % Other Skills Mastery Listening (Wis) 27 % Other Skills Mastery Mastery 36 %							leather armor			2 smal	l belt pouc	hes		
Missientening of Sleep knife Wand of Flowers (27 charges) knife Potion of Healing 50' silk rope Longsword +2 6 torches flint & steel 1 oz. ink 2 large canvas sacks light crossbow leather boots hunting quarrel case 20 bolts 20 bolts Linen undershirt woolen cloak leather belt 15 % Vniversal Skills Mastery† Law (Int) 15 % Long (Ws) 27 % Other Skills Mastery 19 % Law (Int) 15 % Other Skills Mastery 19 % Law (Int) 27 % Other Skills Mastery disarm trap 36 %	Magic Items or Sp	ell Comp	onent(s)	F	ffects/Notes	- -	dagger			knapsa	ack			
Wand of Flowers (27 charges) 50' silk rope sheet of vellum Potion of Healing 6 torches quill Longsword +2 1 oz. ink 1 oz. ink 2 large canvas sacks light crossbow hunting quarrel case 2 large canvas sacks leather boots 20 bolts Woolen trousers & tunic linen undershirt 20 bolts Leather belt 1 oz. ink 1 oz. ink Universal Skills Mastery [†] Law (Int) 15 % Acting (ks, Cha) 1 9 % Law (Int) 27 % Userning (Wis) 27 % 36 %	magic terns of 5p	ch comp	onent(3)	L						winesł	kin (2 quart	cap.)		
Wand of Flowers (27 charges) 50' silk rope sheet of vellum Potion of Healing 6 torches 1 oz. ink Longsword +2 2 large canvas sacks light crossbow	Potion of Sleep					-	thieves' tools			trail ra	tions (3 day	ys)		
Potion of Healing 6 torches quill Longsword +2 flint & steel 1 oz. ink 2 large canvas sacks light crossbow leather boots woolen trousers & tunic 1 oz. ink linen undershirt woolen cloak 20 bolts leather belt 1 oz. ink 1 oz. ink Vniversal Skills Mastery [†] Law (Int) 15 % Acting (Lks, Cha) 19 % Cherneting (Wis) 27 % Vniversal Skills 0 % 0 % 0 %			arges)			-	50' silk rope sheet of vellum							
Longsword +2 flint & steel 1 oz. ink 2 large canvas sacks light crossbow leather boots woolen trousers & tunic linen undershirt linen undershirt woolen cloak leather belt Stating (ks, Cha) 19 % Law (Int) 15 % Listening (Wis) 27 % disarm trap 36 %			uiges/			-				quill				
2 large canvas sacks light crossbow leather boots hunting quarrel case woolen trousers & tunic linen undershirt linen undershirt woolen cloak leather belt leather belt Stating (kls, Cha) 19 % Law (Int) 15 % Listening (Wis) 27 % Other Skills Mastery disarm trap 36 %		<u></u>				-				1 oz. ir	nk			
Image: Second	Longsword 12					-		-k	S.	light c	rossbow			
woolen trousers & tunic 20 bolts linen undershirt woolen cloak leather belt linen undershirt Woolen cloak leather belt Law (Int) 15 % Listening (Wis) 27 % disarm trap 36 %						-				huntin	ig quarrel c	ase		
Inen undershirt woolen cloak leather belt Mastery [†] Law (Int) 15 % Other Skills Mastery [†] Listening (Wis) 27 % disarm trap 36 %						-		2,1	tunic	20 bol	ts			
Woolen cloak leather belt States Mastery [†] Law (Int) 15 % Listening (Wis) 27 % disarm trap 36 %						-		<u> </u>		-				
Solution Mastery [†] Law (Int) 15 % Other Skills Mastery Acting (Lks, Cha) 19 % Law (Int) 27 % disarm trap 36 %						-				-				
S Universal Skills Mastery [†] Law (Int) 15 % Other Skills Mastery Acting (Lks, Cha) 19 % Listening (Wis) 27 % disarm trap 36 %						-								
Acting (Lks, Cha) <u>19 %</u> Listening (Wis) <u>27 %</u> disarm trap <u>36 %</u>						-				-				
Acting (Lks, Cha) <u>19</u> % Listening (Wis) <u>27</u> % disarm trap <u>36</u> %	L							_						
K Acting (Lks, Cha) $\underline{19\%}$ Listering (Wis) $\underline{27\%}$ disarm trap $\underline{36\%}$	S Universal S													
	Acting (Lks, C		A/:-)						<u>27 %</u> 27 %	disarm trap gambling	0			

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Acting (Lks, Cha)	19
Animal Husbandry (Wis)	9
Animal Mimicry (Wis)	9
Boating (Wis)	9
Cartography* (Int)	17
Climbing/Rappelling (Str, Dex)	44
Current Affairs (Wis)	9
Diplomacy (Cha)	12
Disguise (Int, Cha)	25
Distraction (Cha)	12
Escape Artist (Int, Dex)	23
Fire-Building (Wis)	9
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	56
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	12
Jumping (Str)	12
1 3	

Law (Int)	15	_%
Listening (Wis)	27	_%
Observation (Wis)	27	_%
Oration (Cha)	12	_%
Persuasion (Cha)	12	_%
Pick Pocket (Dex)	22	_%
Reading Lips (Int)	15	_%
Recruiting (Cha)	12	_%
Resist Persuasion (Wis)	17	_%
Rope Use (Dex)	28	_%
Salesmanship (Int, Wis, Cha)	18	_%
Scrutiny (Wis)	16	_%
Seduction, Art of (Cha, Lks)	18	_%
Skilled Liar (Cha)	12	_%
Sneaking (Dex)	55	_%
Survival (Wis, Con)	9	_%
Torture (Int)	15	_%
Tracking (Wis)	9	_%
† Mastery is equal to lowest relevant ability unl	ess additio	onal BP spe

%

%

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%

Mastery	
36 9	%
21	%
749	%
36 9	%
28q	%
24	%
270	%
C	%
C	%
c	%
C	%
C	%
Q	%
	21 0 74 0 36 0 28 0 24 0 27 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: 7	Alignment:		HackMaster
Race: Halfling Sex: Age: 33		_ Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 6600	For Next Level: 2ND = 400 3RD = 1200	Quick References

	8 / 40 %	STR	DMG1 FEAT -3 LIFT 166 lb CARRY 20 lb DRAG 415 lb (LBS) 415 lb					
	12 / 53 %	INT	Attack +1 Mod.					
	12 / 78 $_{\%}$	WIS	Init +1 Defense +1 Mental Saving Mod. Mod. Throw Bonus					
ES	14 / 70 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +6 MOD. HROW BONUS +1 AGILITY					
ABILITIES	14 / 11 %	CON	Physical Saving +1 Throw Bonus					
AB	10 / 89%	LKS						
	10 / 70%	СНА	TURNING MOD. n/a MORALE MOD. 0					
	87		HON WINDOW Great HON PENALTY WINDOW ≤17					
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session					
			Category of Fame:					
	Fame	Moral	le: ●Hero ○Fearless ○Brave ○Steady ○Nervous ○Cowardly					

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIFT	MAGIC		TOTAL
+1	+3	+1					+1	Attack Bonus	+6
		-1						Speed	-1
-2	0							Initiative	-2
	+3	+2 (+2)	+1 (+1)	+4	-2			Defense	+11
	-1	+2	+1				+1	Damage	+3
Base W	/eapon S	peed:	7	Base	Weapon	Damag	e: 2d4	p Reach:	1′
Special Attack Speed Defens Damad	se	+1 • (x BI • (x BI • (x BI • (x BI	P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)		x BP) x BP) x BP)	$\bigcirc +4$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$	O(5x BP) O(5x BP)	
	Notes: 2 weapon style, secondary defense								



Missile Weapor Ranges

	Distance (ft)	Attack Die
n	5 - 20	d20p
	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

		(
Experience 6600	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	
SPEED 6 Juli +11 0' REACH dagger+dag	et INIT -2 +6 2 ed4p+3 5 Top SAVE	
SPEED 6 Juli n/a REACH	d6p+2 sAVE	
POINT ROLL	Luck Points 27	Th of



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Observation Check: 47 Listening Check:

Feat of Strength:

Turn Undead:

SPEED

REACH

53

INIT

d20p-3

Previous Hit Point Roll 6	Luck Points 27	Threshold of Pain 16	Accumulated Building Points 5
Body: leather Shield: DAMAGE TRACKER -2	(+ defense, a		-2

HIT POINTS: 41

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED) (in packs	, bags, etc.)					PROFICIENCIES			
Trade Coins	СР	SP	GP	LOCATION			light armor, dag	ger, knife (melee & throwing),		
	7	25					short sword, shi	elds		
Gems:					QUIRKS & FLAWS					
					Quick Tempered	k				
					Pocking					
JEWELRY:										
					TALENTS & RACIAL	A	BILTIES B	ENEFITS:		
					Damage Bonus,	Ра	arry Bonus (dagge	r)		
OTHER VALUABLES	•				Initiative Bonus	(rc	oll 2 die type lowe	r unless using shield then 1)		
					Rearward Strike	(b	ypass 3 DR when	striking from behind)		
					Superior Defens	se ((Near Perfect Defe	ense on natural 18-19)		
						-	dice penetrate o			
LANGUAGES	M	ASTERY LEV		TERACY MASTERY	Halflings gain +	50	Hiding bonus in	natural terrain		
Kalamaran	IVIA	75		28						
	<u> </u>				Mundane Item		Location En	c. Mundane Item Location	ı	Enc.
	<u> </u>				leather armor			2 small belt pouches		
Magic Items or Sp	ell Comp	onent(s)		Effects/Notes	2 daggers			knapsack		
5 .	·				3 throwing kniv	es		wineskin (2 quart cap.)		
dagger +1					thieves' tools			trail rations (3 days)		
throwing knife	+2				30' hemp rope					
minor healing p					<u>6 candles</u>					
healing potion					flint & steel			_		
					2 pieces of chall	k				
					leather boots					
					woolen trousers	5 &	tunic			
					linen undershirt					
					woolen cloak					
					leather belt					
								-		
					L					
S Universal S			Master 10		nt) ing (Wis)		<u>12</u> % 53%		Maste	
K Acting (Lks, C Animal Hus		Vis)	10		vation (Wis)		<u> </u>	ID trap	45	
I Animal Mim		-,	17		n (Cha)		10 %	disarm trap	41	_%

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Acting (Lks, Cha)	10
Animal Husbandry (Wis)	12
Animal Mimicry (Wis)	17
Boating (Wis)	12
Cartography* (Int)	12
Climbing/Rappelling (Str, Dex)	35
Current Affairs (Wis)	12
Diplomacy (Cha)	10
Disguise (Int, Cha)	10
Distraction (Cha)	10
Escape Artist (Int, Dex)	32
Fire-Building (Wis)	12
Glean Info. (Int, Wis, Cha)	10
Hiding (Int, Dex)	46
Interrogation (Wis, Cha)	10
Intimidation (Str, Cha)	6
Jumping (Str)	6

Law (Int)	12	_%
Listening (Wis)	53	_%
Observation (Wis)	47	_%
Oration (Cha)	10	_%
Persuasion (Cha)	10	_%
Pick Pocket (Dex)	42	_%
Reading Lips (Int)	12	_%
Recruiting (Cha)	10	_%
Resist Persuasion (Wis)	12	_%
Rope Use (Dex)	14	_%
Salesmanship (Int, Wis, Cha)	10	_%
Scrutiny (Wis)	26	_%
Seduction, Art of (Cha, Lks)	10	_%
Skilled Liar (Cha)	10	_%
Sneaking (Dex)	75	_%
Survival (Wis, Con)	12	_%
Torture (Int)	12	_%
Tracking (Wis)	12	_%
+ Mastery is equal to lowest relevant ability un	ess additio	nal BP spent

%

%

%

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%

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%

%

%

%

%

lock picking 41 _% riddling 22 % fast talking 18 % forgery 19 _% swimming 13 % cooking/baking 43 % mathematics 19 _% appraisal (sundries) 18 _% appraisal (spices & perfumes) 19 % % %

* Cartography is Universal for those with the Literacy skill

			Class: Fighter Level: <u>8</u> Age: <u>22</u> Height: Weight: Hair:	-		
Patr	on God(s):		(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 8700	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200	Character Record
	13 / 78 _% 10 / 22 _%		DMG. MOD. H 1 FEAT OF STR. H 4 LIFT LIFT 230 lb CARRY (LBS) CARRY 71 lb DRAG (LBS) 7575 lb CARRY ATTACK MOD. CARRY CARY CARY C		5тн = 3400 6тн = 4850 7тн = 6600 8тн = 8700 9тн = 11,200	Observation Check: 10 Listening Check: 10 Feat of Strength: d20p+4 Turn Undead:
	10 / 53 _% 13 / 84 _%	WIS	INIT +2 DEFENSE MENTAL SAVING Mod. THROW BONUS INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF MOD. +1 FEAT OF HROW BONUS +1 AGILITY	SPEED 9	10тн = 14,150	SPEED INIT 8 Stress +3
ABILITIES	14 / 61 %	CON	MOD. MOD. MOD. I HROW BONUS AGILITY PHYSICAL SAVING +1 THROW BONUS	+5	+9 M 6	+5 +3 M 6
	8 / 69 _% 11 / 15 _%		Turning Mod. n/a Morale Mod. 0	31/2' REACH	2d8p+5 Thursday TOP SAVE	1' 2d4p+1 co 7 REACH DISTUSSION SAVE

Сом	bat P r	OFILE V	vітн М	elee W	EAPON	#1: <u> </u>	ongswo	rd +2	
LEWEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL P	ARMOR	SHIFLD	MAGIC		TOTAL
+4	+1	+2					+2	Attack Bonus	+9
-1		-2			+2			Speed	-1
-1	+2				+2			Initiative	+3
	+2	+2			-5	+6		Defense	+5
	+1	+2					+2	Damage	+5
Base W	/eapon S	peed:	10	Base	Weapon	Damage	: 2d8	p Reach:	31/2'
Special Attack Speed		+1 • (x B • (x B		+2 (2x BP) (2x BP)		s x BP) x BP)	+4 O (4x BP O (4x BP		
Defens	e	• (x B • (x B • (x B	P)	(2x BP) (2x BP) (2x BP)		x BP)	O (4x BP O (4x BP O (4x BP) (5x BP)	
Notes:									

HON

WINDOW

CATEGORY OF FAME

100

Honor

Fame

Great

HON PENALTY

WINDOW 1 mulligan per session

HONOR BONUSES OR PENALTIES: +1 to a die roll per session

Morale: Hero OFearless OBrave OSteady ONervous OCowardly

≤19



Missile
Weapon
Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

n/a +3 n/a 6 d12p+1 2d6p+1 7 **1**¹/2' TOP TOP REACH SAVE REACH SAVE combat profile for: horseman's mace combat profile for: javelin Luck Threshold PREVIOUS Accumulated HIT POINT ROLL Points of Pain 25 **Building Points** 8 Armor Worn **Fatigue Factor** Body: splint mail (damage reduction = 6) Shield: medium (+ <u>6</u> defense, absorbs <u>6</u> hp) 0

combat profile for: dagger

+5

INIT

+3

SPEED

11

HIT POINTS: 54

combat profile for: longsword

+5

М

INIT

+3

SPEED

8

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin

	ABILITIES	SPECIALI	ATON TALENTS	RACIALBO	ARMOR	SHIFLD	, C		
LEVEL	PBIL	SPEC	TALL	RAC	P.R.W.	SHIE	MAGIC		TOTAL
+4	+1							Attack Bonus	+4
-1					+2			Rate of Fire	+1
-1	+2				+2			Initiative	+3
	+1							Damage	+1
Base V	/eapon R	oF:_7		Base \	Neapon	Damage	e: d12p		
Special Attack Rate o Damag	f Fire	+1 O (x Bl O (x Bl O (x Bl	e) C	+2) (2x BP)) (2x BP)) (2x BP)	+3 (3) (3) (3) (3)	s x BP) x BP)	+4 (4x BP) (4x BP) (4x BP) (4x BP)	Q (5x	BP)

TREASUR	RE STOWED	(in packs,	bags, etc.)					ſ	PROFICIENCIES				
TRADE COIN		СР	SP	GP	LOCATION				light, mediur	n & he	eavy armor, shield, lo	ngsword, dag	gger,
		4	65						Hiking/Roadr	march	ing, Laborer, Phalan	k Fighting, jav	velin,
									horseman's n	nace, l	ance		
GEMS:						QUIRKS							
							titious (has	5 '	"magic" charm	to pto	otect him/herself)		
						Sterile							
JEWELRY	•												
						TALENTS	& RACIAL A	В	ILTIES	Bene	FITS:		
OTHER V	ALUABLES:									<u> </u>			
						┛┃							
LANGUA	GES	MA	STERY LEVE	EL L	ITERACY MASTER	Y							
Kalama	iran		68	_									
				_									
				_									
				_		Mundan	e Item		Location	Enc.	Mundane Item	Location	Enc.
				_		splint n			Location	LITC.	trail rations (3 days)		LITC.
							n shield				"lucky" magic charr		
Magic Ite	ems or Spe	en Comp	onent(s)		Effects/Notes		nan's mace				quiver, javelin	<u>y</u>	
longsw	vord +2					- dagger					3 javelins		
1011930						- whetst							
						-	np rope						
						- leather							
						-	trousers &	2	tunic				
						-	ndershirt						
						- woolen							
						- leather							
						-	belt pouch	he	25				
						- backpa	•						
						-	in (2 quart	c	ap.)				
									-				
\mathbf{S}	ting (Lks, Ch			Master 8	2 1	/ (Int) ening (Wis)			<u> 9 %</u> 10 %		her Skills praisal (arms & armor)	Maste 19	
K An	nimal Husb		/is)	10	_% Ob	servation (Wis)			10 %		ling (equine)		⁷⁰ %
L An	nimal Mimi			<u> 16 </u> 13		tion (Cha) suasion (Cha)			<u>8%</u>				/0 %
	ating (Wis) rtography			0	_′° I	K Pocket (Dex)			13 %				/0
	mbing/Rap		(Str, Dex)	22	_% Rea	ding Lips (Int)			9 %				_/0
	irrent Affai			<u> 10 </u> 35		ruiting (Cha)			27_%				^%
	plomacy (C sguise (Int, I			8	_	ist Persuasion be Use (Dex)	(Wis)		<u>34</u> % 19%				^
	straction (0			8		esmanship (Int, '	Wis, Cha)		8 %			·	_/0 %
Esc	cape Artist	t (Int, Dex)		9	_% Scr	utiny (Wis)			15 %				/0 _%
	e-Building ean Info. (Ir)	<u>10</u> 8		luction, Art of (led Liar (Cha)	(Cha, Lks)		<u>8%</u>				_/0
	ding (Int, De		,	9	_% Sne	aking (Dex)			<u> </u>				%
	terrogation)	<u> </u>	_% Sur	vival (Wis, Con)			%				%
	timidation mping (Str)			17	a/	ture (Int) cking (Wis)			<u> 9 %</u> 10 %	_			_%

* Cartography is Universal for those with the Literacy skill

P Tracking (Wis) <u>10</u>% † Mastery is equal to lowest relevant ability unless additional BP spent

Character:	Class: Fighter	Level: _ 8 Alignment:	HackMaste
Race: Dwarf Gender: Age	: 57 Height: Weight:	_ Hair: Eyes:	I IUGEITIUSIC.
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness	: <u>Righty</u>	Character Record

	14 / 72 %	STR	Dмg. Mod.	+2 Feat of Str	+6 R.	LIFT (LBS) 240 lb	Carry (lbs)	84 lb	Drag (lbs)	600 lb
	10 / 08 %	INT	Attack Mod.							
	10 / 21 %	WIS	Init Mod.	+2	Defense Mod.					
ES	10 / 65 %	DEX	Init Mod.	+2	Attack Mod.	Dei Mo	ENSE			
ABILITIES	18 / 49 $_{\scriptscriptstyle\%}$	CON								
AB	7 / 50%	LKS								
	9/31%	СНА	TURNING	Mod.						
	96		HON Window	Great		HON PENAL Window	^{TY} ≤	19		
	Honor		Honor E	3onuses or I	Penalties:	1 mulligan pe +1 to a die ro				
I										

Experience 8700	For Next Level: 9th = 11,200 10th = 14,150 11th = 17,600 12th = 21,650	Quick References Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	10 10 d20p+6
2' REACH	M 6 33p+8 5 5AVE 5AVE	REACH S	9 AVE
combat profil	e for battle axe	combat profile for thro	wing axe

Armor Worn Body: banded mail (damage reduction = 6) Shield: <u>medium +2</u> (+ <u>8</u> defense, absorbs <u>8</u> hp)

Accumulated **Building Points**

21

COMBAT PROFILE WITH WEAPON #1: battle axe +2										
LEVEL	ABILITIES	SPECIALI	ATON TREMTS	RACIAL	ARNOR	SHIELD	MAGIC		Total	
+4		+2	+1				+2	Attack Bonus	+9	
-1		-3	-1		+1			Speed	-4	
-1	+4				+2			Initiative	+5	
	0	+3	+1		-4	+8		Defense	+8	
	+2	+3	+1				+2	Damage	+8	
Base V	Veapon S	peed: _1	2	Base	Weapon	Damage	e:4d3p	Reach:	3′	
Special	lization	+1		+2	+3	3	+4	+5		
Attack		• (x B	P)	(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)		
Speed		• (x B	P)	(2x BP)	• (3:	x BP)	O (4x BP)	O (5x BP)		
Defens	se	• (x B	P)	(2x BP)	• (3:	x BP)	O (4x BP)	(5x BP)		
Damag	ge	• (x B	P)	(2x BP)	• (3:	x BP)	O (4x BP)	(5x BP)		
Notes:										



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 60

	Points	Days to Heal			Points	Days to Heal	
Wound #1			W	ound #6			
Wound #2			W	ound #7			
Wound #3			W	ound #8			
Wound #4			W	ound #9			
Wound #5			W	/ound #10			

PREVIOUS HIT POINT ROL	.: 9		SPELLS AVAILABLE				
		LEVEL					
		Appr.					
		Jrnym.					
	(States	1					
	30	2					
	-28	3					
	- A	4					
Luck Points	Threshold of Pain	5					

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 OC	000	ОС	000	0 0 0	000
00000	0000	00 00	000	ОС	00		
		1					

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICI	ENCIE	S	
TRADE COINS	СР	SP	GP	LOCATION				light, r	nedi	um & heav	y armor, shield, battle axe,
	5	82						warha	mme	er, light cro	ssbow, throwing axe,
								Hiking	J/Roa	admarching	, Laborer, Phalanx Fighting
							L				
G EMS:					QUIRKS 8	FLAWS				Role-Pi	AYING NOTES:
					Miserly						
					Facial Se	car					
JEWELRY:											
					TALENTS	& Racial A	BI	LTIES		BENEFIT	s:
OTHER VALUABLES	:				Attack B	onus (batt	tle	e axe)			
						e Bonus (b			2)		
						onus (battl					
						de (battle	а	xe)			
						ht Vision	_				
LANGUAGES	м	ASTERY L	EVEL	LITERACY LEVEL	+6 savir	ng throw b	0	nus vs.	mag	gic & poisor	1
Dwarven		69		9							
Kalamaran		19									
						Mundan	e	ltem		Location	Mundane Item Location
						banded	n	nail			standard rations (1 week)
						warham	n	ner			mess kit
			·			whetsto	n	e			6 iron spikes
Magic Items or S	Spell Con	nponent	t(s)	Effects/N	otes	<u>50' hem</u>	р	rope			wool blanket
						leather b	bo	oots			light crossbow
Minor Healing I	Potion					woolen	tr	ousers	& tu	nic	quarrel case (hunting)
Battle Axe +2						linen un	d	ershirt			20 light bolts
Medium Shield	+2					woolen	cl	oak			chalk
						leather b	be	elt			
						2 small k	be	elt pou	ches		
						backpac	:k				
						wineskir	n	(2 quar	rt cap	o.)	
						trail ratio	or	ns (3 da	ays)		
											_
							_				

Acting (Lks, Cha)	
Animal Husbandry (Wis)	_
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Mastery[†]

%

%

%

%

%

%

%

%

7

9

9

9

8

9

9

8 %

8 %

8 %

8 %

12 %

8

8 %

8 %

15 %

14 %

8 Law (Int) 10 Listening (Wis) Observation (Wis) 10 Oration (Cha) 8 8 Persuasion (Cha) 9 Pick Pocket (Dex) 8 Reading Lips (Int) 8 Recruiting (Cha) Resist Persuasion (Wis) 8 19 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 8 15 Scrutiny (Wis) 7 Seduction, Art of (Cha, Lks) 8 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 9 8 Torture (Int) 9 Tracking (Wis)

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

Other Skills	Mastery
appraisal (arms & armor)	13%
mining	29%
_cooking/baking	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

 * Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)	PROFICIENCIES	Proficiencies			
TRADE COINS CP SP GP LOCATION		light, mediu	ım & heavy	armor, shield, longsword	
8		dagger			
Gems:	QUIRKS & FLAWS		Role-Pla	YING NOTES:	
	Fear of Height	s			
	Prematurely G	ray			
JEWELRY:					
	TALENTS & RACIA	AL ABILTIES	BENEFITS:		
Other Valuables:	Turn Undead				
	Fast Healer				
	Charm Resista	nt			
	Illusion Resista				
	40% chance to				
LANGUAGES MASTERY LEVEL LITERACY LEVEL		w bonus vs. spell			
Kalamaran 81 37	Attack Bonus, I	Damage Bonus, P	arry Bonus,	Swiftblade (longsword)	
	Mune	dane Item I	ocation	Mundane Item Locatio	on
	splin	t mail		wineskin (2 quart cap.)	
	med	ium shield		trail rations (3 days)	
	dago	ger		divine icon	
Magic Items or Spell Component(s) Effects/Notes		50' hemp rope		metal scroll case	
Scroll: Endure Cold, Endure Heat, Bird's Eye View, Command		6 torches			
	<u>6 lor</u>	ches			
Potion of Invisibility		ches & steel			
longsword +2	<u>flint</u>				
	flint	& steel	nic		
	flint	& steel ner boots	nic		
	flint leath	& steel her boots len trousers & tur	nic		
	flint leath	& steel her boots len trousers & tur h undershirt	nic		
	flint leath wool linen wool linen wool leath leath	& steel her boots len trousers & tur h undershirt len cloak	nic		
	flint leath wool linen wool leath 2 sm	& steel her boots len trousers & tur h undershirt len cloak her belt	nic		
	flint leath wool linen wool leath 2 sm	& steel her boots len trousers & tur hundershirt len cloak her belt all belt pouches	nic		
	flint leath wool linen wool leath 2 sm	& steel her boots len trousers & tur hundershirt len cloak her belt all belt pouches	nic		

Acting (Lks, Cha)	52
Animal Husbandry (Wis)	18
Animal Mimicry (Wis)	18
Boating (Wis)	22
Cartography* (Int)	14
Climbing/Rappelling (Str, Dex)	9
Current Affairs (Wis)	18
Diplomacy (Cha)	15
Disguise (Int, Cha)	14
Distraction (Cha)	35
Escape Artist (Int, Dex)	9
Fire-Building (Wis)	25
Glean Info. (Int, Wis, Cha)	14
Hiding (Int, Dex)	9
Interrogation (Wis, Cha)	14
Intimidation (Str, Cha)	21
Jumping (Str)	10

Universal Skills

Mastery[†]

32 %

18 %

15 %

%

%

%

%

%

%

%

%

%

%

%

%

%

%

Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

35 %

34 %

27 %

15 %

15

9 %

14 %

15 %

41 %

9 %

14 %

18 %

13 %

15

9 %

8 %

14 %

18 %

%

%

Other Skills Religion (Courts of Justice)			
Divine Lore			
History, Ancient			
Riding (equine)			
First Aid			

Mastery

70 %

57 %

31

25

47 %

_%

%

%

%

%

%

%

%

%

%

 * Cartography is Universal for those with the Literacy skill


TREASURE STOWED)				Γ	PROFICIEN	CIES				
TRADE COINS	DE COINS CP SP GP LOCATION							light, me	edium & heavy	armor, shield, staff,	sling, mace
	7	12									
							.				
GEMS:					QUIRKS 8	FLAWS			Role-PL	YING NOTES:	
					Needy						
JEWELRY:					Myopia						
JEWELRI.						0 D A.			D		
					Turn Un	& RACIAL A	BI	LTIES	BENEFITS		
OTHER VALUABLES	:					e to Fear			+1 hon	ıs to allies' fear saves	(10'r)
						nus (mace	-)				(101)
						Resistant					·····
					·						
Languages Kalamaran	M	astery L 67	EVEL L	ITERACY LEVEL 32							
						Mundan	e	ltem	Location	Mundane Item	Location
			<u> </u>			splint m				wineskin (2 quart	
						staff				trail rations (3 day	vs)
						mace				divine icon	
Magic Items or S		nponent	:(s)	Effects/No	otes	6 torches				Metal Scroll Case	
Healing Salve (9	uses)					flint & st	e	el			
Potion of Sleep						leather boots					
Scroll: Purify Foo						woolen trousers & tunic			tunic	_	
Scroll: Cure Sma					to	linen un	d	ershirt		_	
Undead, Pepp		, Divine	Steward			woolen	cl	oak			
medium shield -	+2					leather b	c	elt		-	
						2 small b	Эe	elt pouch	es		
						backpac					
						woolen blanket				-	
						mess kit				-	<u>.</u>
										-	
						L				1	

Universal Skills

	master	,
Acting (Lks, Cha)	7	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	-43 (7)	_%
Current Affairs (Wis)	13	_%
Diplomacy (Cha)	14	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	-33 (7)	_%
Interrogation (Wis, Cha)	13	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	12	%

Mastery[†]

Law (Int)	8 %
Listening (Wis)	1 (16) %
Observation (Wis)	-20 %
Oration (Cha)	14 %
Persuasion (Cha)	14 %
Pick Pocket (Dex)	-58 (7) %
Reading Lips (Int)	8 %
Recruiting (Cha)	%
Resist Persuasion (Wis)	<u> 13 </u> %
Rope Use (Dex)	%
Salesmanship (Int, Wis, Cha)	%
Scrutiny (Wis)	<u> 31 </u> %
Seduction, Art of (Cha, Lks)	%
Skilled Liar (Cha)	<u> 14 </u> %
Sneaking (Dex)	<u>-63 (7) %</u>
Survival (Wis, Con)	<u> 13 </u> %
Torture (Int)	8%
Tracking (Wis)	<u> 13 </u> %
+ Mastery is equal to lowest relevant ability	unless additional BP

Other Skills	Master	y
Religion (Church of Everlasting Hope)	62	_%
First Aid	53	_%
Cooking/Baking	42	_%
Divine Lore	37	_%
Swimming	14	_%
Carpentry/Woodworking	18	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent



TREASURE STOWE) (in packs	, bags, etc.))				Γ	PROFICIENC	IES		
TRADE COINS	LOCATION				light, me	dium & heavy	armor, shield, scimi	tar, knife,			
	10	22						javelin			
							L				
G емs:					QUIRKS 8	FLAWS			Role-Play	ring Notes:	
					Glutton						
					Allergie	s: Pollen					
JEWELRY:											
						& RACIAL A		LTIES	BENEFITS:		
OTHER VALUABLES	:				Freedon	n of Actior	n			e of any bond & immune to	spells that
						. D			restrict/inhi	bit movement	
					Hit Poin		<u> </u>			Swiftblade (Scimita	
								age bonus	, Fally Dollus,		
LANGUAGES	М	ASTERY LE	EVEL I	LITERACY LEVEL							
Kalamaran		72		24							
					L			1.			
	<u> </u>		<u> </u>			Mundan			Location	Mundane Item	Location
	<u> </u>		<u> </u>			knife	all	l		wineskin (2 quart	
				<u> </u>						trail rations (3 day divine icon	(5)
Magic Items or	Spell Cor	nnonent	(s)	Effects/N	otes	50' hemp rope knife					
Strength of Iror		nponene	(3)	Lifecto, it		_ l leather boots			<u></u>	Quiver, javelins 4 javelins	
Scimitar +2						woolen trousers & tunic					
Medium Shield	+2					linen undershirt					
Scroll: Blessing,	Create V	Vater, Se	raphic W	/eapon		woolen cloak					· · · · · · · · · · · · · · · · · · ·
			•	t		leather k					· · · · · · · · · · · · · · · · · · ·
								elt pouche			· · · · · · · · · · · · · · · · · · ·
						backpac					
						buckpuc					· · · · · · · · · · · · · · · · · · ·
											· · · · · · · · · · · · · · · · · · ·
											·····
											·····

S K I L S

Universal Skills	Master	y†
Acting (Lks, Cha)	11	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	%
Boating (Wis)	13	%
Cartography* (Int)	19	%
Climbing/Rappelling (Str, Dex)	-27 (8)	%
Current Affairs (Wis)	21	%
Diplomacy (Cha)	12	%
Disguise (Int, Cha)	9	%
Distraction (Cha)	12	%
Escape Artist (Int, Dex)	9	%
Fire-Building (Wis)	13	%
Glean Info. (Int, Wis, Cha)	9	%
Hiding (Int, Dex)	-32 (8)	%
Interrogation (Wis, Cha)	27	%
Intimidation (Str, Cha)	12	%
Jumping (Str)	15	%

Law (Int)	9	%
Listening (Wis)	3 (13)	%
Observation (Wis)	13	%
Oration (Cha)	12	%
Persuasion (Cha)	12	%
Pick Pocket (Dex)	-52 (8)	%
Reading Lips (Int)	19	%
Recruiting (Cha)	18	%
Resist Persuasion (Wis)	19	%
Rope Use (Dex)	8	%
Salesmanship (Int, Wis, Cha)	9	%
Scrutiny (Wis)	13	%
Seduction, Art of (Cha, Lks)	11	%
Skilled Liar (Cha)	12	%
Sneaking (Dex)	-42 (8)	%
Survival (Wis, Con)	15	%
Torture (Int)	9	%
Tracking (Wis)	24	%
A Marken de ante la la transferie de la transferie de la Barra de	1.157	100

Other Skills Mastery Religion (Face of the Free) 54 % Animal Training (dogs) 18 % First Aid <u>37</u>% Divine Lore 28 _% Lock Picking -2 (23) % Swimming 26_% Riding (equine) 14 _% % % % % % %

* Cartography is Universal for those with the Literacy skill

Chai	racter:				Clas	ss: Mage	L	evel: <u>8</u>	Alignme	nt:	HackMaster
Race	e: Human	Sex:	Age: 3	3 Height	t:	Weight:	Hair: _		Eyes:		
Patro	on God(s):			(Ar	nointed? Y	'□N□) Hand	dedness: <u>Ri</u>	ghty	Experien 8700	2ND = 400 3RD = 1200 4TH = 2200	Character Record Quick References Observation Check: 20
	7 / 48	_	Dmg. Mod. Attack		-5 Lift (lbs)	149 lb Carry (LBS)	36 lb ^{Drag} 37 (LBS) 37	73 lb		5тн = 3400 6тн = 4850 7тн = 6600 8тн = 8700	Listening Check: 22 Feat of Strength: d20p-5
	13 / 83		Mod.							9тн = 11,200 10тн = 14,150	Turn Undead:
	10 _/ 23	wis	Init Mod.	Mo		MENTAL SAVI	JS		SPE	ED INIT +4	SPEED INIT +4
ES	12 / 15	6 DEX	Mod. +	MOD. +1	Mod.	+1 DODGE SAV	NG 0 FEALOF NUS AGILITY	+1		+4	+3
ABILITIES	12 / 03 ₍		PHYSICAL THROW BO						124	+2 1	n/a n/a
A	11 / 13								8'	2d4p+2 6	2d6p 53 6
	13 / 83		TURNING I	Nod.		DRALE MOD.			REA		REACH SAVE
	109		HON Window	Great	HC Wi	N PENALTY ≤1 NDOW	9			t profile for staff)p defense die vs. 1 attack;	combat profile for light crossbow d20p-4 thereafter
	Honor	_	HONOR BO CATEGORY		1 mu LTIES: +1 to	lligan per sessior a die roll per ses	n ssion		PREVIOUS HIT POINT ROI 3	Luck	Threshold of Pain 14 15
	_	Mora				OSteady ONe			5		
	Fame									Armor Worn crobes (damage re	
Co	mbat P rofil				f +1		_			e (+ defense,	Nº TA
LEVE	ABILITIES SPE	CALLATON TALENTS	RACIAL BOND	ARMOR SHIELD	MAGIC		TOTAL				
+1					+1	Attack Bonus Speed	+4	[s: <u>36</u>	
+1	+3					Initiative	+4			POINTS DAYS TO HEAL	POINTS DAYS TO HEAL
	+1 +1	+1	_	-1	+1	Defense Damage	+2		Nound #1		Wound #6
Base	e Weapon Speed:	13	Base We	apon Damage		5	8'				Wound #7
		+1	+2	+3	+4	+5			Nound #3 Nound #4		Wound #8 Wound #9
Atta			(2x BP)	O (3x BP)	O (4x BP)				Nound #5		Wound #10
Spee	_	- / -		O (3x BP) O (3x BP)	O (4x BP) O (4x BP)			╽┍──└			
			(2x BP)	O (3x BP)	O (4x BP)					SPELLS (MEMORIZED	-
Note	es:							APPREN	~	SPELL(s) Base BP Rai Amp. Illumination, Fin	nge Area Speed Duration Damage
										Candlelight, Tireless Rui	
Co	mbat P rofil				ht cross	bow		1	О	Doze	
	THE S	CALLANON TALENTS	RACIALBONU	í A O	(2	О	Frighten, Illusory Leathe	
LEVE	ABUTHES SP	COALIANTE TALENTS	RACIT	ARMOR SHIELD	MAGIC		TOTAL	3	0	White Hot Metal, Withsto Enfeeble, Memory Wipe	
+1	+2					Attack Bonus Speed	+3	4	0 0		, Munz's Bolt of Acid, Panic
+1	+3					Initiative	+4	6	0	Boost Strength, Telepath	
\vdash	-2					Damage	-2	7	Õ	Induce Nervousness, Reto	
Base	Weapon RoF: _2	0	Base We	eapon Damag	e: 2d6p			8	О	Phantom Horse	
		+1	+2	+3	+4	+5		9	0		
Atta			(2x BP)	O (3x BP)				10	0		
	_		(2x BP) (2x BP)	O (3x BP) O (3x BP)	O (4x BP) O (4x BP)				Spell Points Point Tracker		
		,	,,	_ (5, 5) /	_ (2 (5/ 5/)]			
	Missile	Distan	.,	Attack							
	Weapon	5 - 60		d20	•						
	Ranges	61-100		d20p							
		101-140		d20p				*~1	do not have A	prontico or los uma uma los -l	alle por do they ample is Shall Delinte De al. it's it
		141-180		d20p	o-8			*Clerics	uo not nave Ap	prentice or Journeyman level sp	ells nor do they employ Spell Points. Deal with it.

TRADE COINS CP SP GP Location dagger, magic 3 14	al transcription, staff, crossbow			
3 14				
	ROLE-PLAYING NOTES:			
Absent Minded Flatulence				
JEWELRY:				
TALENTS & RACIAL ABILITIES	Provenies			
	BENEFITS:			
OTHER VALUABLES: +4 Save Bonus vs. Spells Parry Bonus (staff)				
Mitigate Spell Fatigue				
Illusion Resistant				
LANGUAGES MASTERY LEVEL LITERACY LEVEL				
Kalamaran 82 51				
Mundane Item Loc	ation Mundane Item Location			
	woolen trousers & tunic			
dagger	linen undershirt			
	woolen cloak			
Magic Items or Spell Component(s) Effects/Notes light crossbow	leather belt			
Potion of Buoyancy quarrel case (hunting)	2 small belt pouches			
Wand of Summoning (4 charges) 20 bolts	knapsack			
Scroll: Enfeeble, Memory Wipe (lesser) 10 candles	wineskin (2 quart cap.)			
Scroll: Bottomless Pouch, Transmogrify, Entrancing Lightshow 6 torches	trail rations (3 days)			
Staff +1 flint & steel	standard rations (1 week)			
<u>10 pages vellum</u>	signal whistle			
<u>2 metal scroll cases</u>	wool blanket			
<u>4 quills</u>	chalk			
6 oz. black ink	spell components			
brass signal mirror				
<u>leather boots</u>				

Acting (Lks, Cha)	11
Animal Husbandry (Wis)	21
Animal Mimicry (Wis)	9
Boating (Wis)	9
Cartography* (Int)	13
Climbing/Rappelling (Str, Dex)	5
Current Affairs (Wis)	9
Diplomacy (Cha)	13
Disguise (Int, Cha)	13
Distraction (Cha)	13
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	17
Glean Info. (Int, Wis, Cha)	19
Hiding (Int, Dex)	11
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	5
Jumping (Str)	5

Universal Skills

Mastery[†]

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13 Law (Int) 22 Listening (Wis) Observation (Wis) 20 Oration (Cha) 13 13 Persuasion (Cha) Pick Pocket (Dex) 11 13 Reading Lips (Int) 13 Recruiting (Cha) Resist Persuasion (Wis) 14 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 19 19 Scrutiny (Wis) Seduction, Art of (Cha, Lks) 11 Skilled Liar (Cha) 13 Sneaking (Dex) 11 Survival (Wis, Con) 9 13 Torture (Int) 9 Tracking (Wis)

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* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs	, bags, etc.	.)				Γ	PROFICIENCIE	ES			
Trade Coins			short sword, staff, dagger, short bow,									
	7	12						magical tra	anscript	ion		
							Ľ					
Gems:						FLAWS			Rol	E-PLAY	ing Notes:	
					Paranoi	d						
					Hard of	Hearing						
JEWELRY:							_					
					TALENTS	& RACIAL A	BI	LTIES	Ben	EFITS:		
OTHER VALUABLES	:				Less Sle	ер						
								ng bonus ir	n natura	l terra	in	
					i	onus (short						
						not (short l						
					+4 save	bonus vs.	sp	pells				<u> </u>
LANGUAGES	M	ASTERY L	EVEL	LITERACY LEVEL	1							
Elven		74		51								
Kalamaran		42										
						Mundan	e	ltem	Locatio	n	Mundane Item Loc	ation
						thick rob	be	es			woolen cloak	
						2 short s	sv	vords			leather belt	
]	dagger					2 small belt pouches	
Magic Items or S				Effects/N	otes	short bow				backpack		
Wand of Illumin	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart cap.)		
Scroll: Scorch						12 arrows				trail rations (3 days)		
Potion of Gianti	sm					miner's lantern v			wool blanket			
Potion of Water	Breathi	ng				1 pint lamp oil				2 metal scroll cases		
Wand of Summ	oning (1	4 charge	es)			flint & st	te	el			spell book	
Potion of Sleep						4 pages	V	ellum			spell components	
Healing Potion						4 quills						
						2 oz. bla	ıcl	k ink				
<u></u>						leather b	bc	oots				
						woolen	tr	ousers & tu	unic			
						linen un	١d	ershirt				
<u> </u>							_					
S Universal S	kille		Maste	Law (nt)		_	16 %	01	ther Sl	cills Ma	stery

Acting (Lks, Cha)	9
Animal Husbandry (Wis)	15
Animal Mimicry (Wis)	15
Boating (Wis)	15
Cartography* (Int)	34
Climbing/Rappelling (Str, Dex)	7
Current Affairs (Wis)	15
Diplomacy (Cha)	9
Disguise (Int, Cha)	9
Distraction (Cha)	9
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	24
Glean Info. (Int, Wis, Cha)	9
Hiding (Int, Dex)	19
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	7
Jumping (Str)	15

Universal Skills

Mastery[†]

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9 %

15 %

9 % Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) 22 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 27 Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

7 %

20 %

9 %

9 %

16 %

9 %

11 %

20 %

9 %

9

16 %

5 %

16 %

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Other Skills	Mastery				
arcane lore	64%				
history, ancient	37%				
	%				
	%				
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	%				
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	%				

* Cartography is Universal for those with the Literacy skill

Character:		Class: Thief Level: 8	_ Alignment: _		HackMaster
	ex:	Age: 19 Height: Weight: Hair:	Eyes:		Character Record
Patron God(s):		(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 8700	For Next Level: 2nd = 400 3rd = 1200 4th = 2200	Quick References
12 / 64 %	STR	DMG. +1 FEAT +1 LIFT 220 lb CARRY 61 lb DRAG 550 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 27 Listening Check: 27
15 / 50%	INT	ATTACK +2 Mod.		8тн = 8700 9тн = 11,200	Feat of Strength: d20p+1 Turn Undead:

	10 / 25 %	WIS	Init +2 Defense 0 Mental Saving Mod. Mod. Throw Bonus
ES	16 / 06 %	DEX	INIT -2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +9 MOD. HROW BONUS +2 AGILITY +9
ABILITIES	8 / 21 %	CON	Physical Saving -1 Throw Bonus
AB	11 / 76 %	LKS	
	12/38%	СНА	TURNING MOD. n/a MORALE MOD. +1
	97		HON WINDOW Great HON PENALTY WINDOW ≤19
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session
			Category of Fame:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 (+ silver dagger)									
LEVEL	ABUTIE	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIFLD	MAGIC		TOTAL
+2	+5	+1					+2	Attack Bonus	+10
		-1						Speed	-1
-2	0							Initiative	-2
	+4	+2 (+2)	+1 (+1)		-2			Defense	+8
	+1	+1					+2	Damage	+4
Base W	/eapon S	peed:	10	Base	Weapon	Damage	e: 2d8	p Reach:	31/2'
Special Attack Speed Defens Damag	se	+1 • (x BI • (x BI • (x BI • (x BI • (x BI	P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)		x BP) x BP) x BP)	+4 O (4x BP) O (4x BP) O (4x BP) O (4x BP)	O(5x BP) $O(5x BP)$	
Notes: 2 weapon style, secondary defense									



Missile Weapon Ranges

	-	
	Distance (ft)	Attack Die
n	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8



+5* 2 ALC ALC 2d4p+2 4 1' TOP REACH dagger (roll d20-4 for DEF) SPEED INIT 11 -2 **TOTAL** +7 +5 2 d8p+d6p+

TOP

SAVE

Turn Undead:

SIL

+8

SPEED

6

INIT

ANDE

-2

short bow

silvered mace+dagger

2'

REACH

Previous Hit Point Roll 6	Luck Points 28	Threshold of Pain 16		Accumulated Building Points 1
Body: leather Shield: DAMAGE TRACKER -2	Armor Worn (damage red (+ defense, a		1	Fatigue Factor

HIT POINTS: 41

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: short bow



TREASURE STOWED (in packs, bags, etc.)						PROFICIENCIES			
Trade Coins	СР	SP	GP	LOCATION			light armor, dag	gger, knife (melee), longsword, crossbow,	
	7	58	27				short bow, mac	e	
GEMS: 100 sp, 5	50 sp				QUIRKS & FLAWS				
					Greedy				
					Colorblind				
JEWELRY:									
					TALENTS & RACIAL	. Aı	BILTIES E	Benefits:	
					Parry Bonus (lor	ngs	sword & dagger)		
OTHER VALUABLES					Initiative Bonus	(rc	oll 2 die type lowe	er)	
					Rearward Strike	b) (b	ypass 4 DR when	striking from behind)	
					· ·			ense on natural 18-19)	
					Backstab (dama	ige	e dice penetrate o	n max & max-1)	
LANGUAGES	M	STERY LEV	er fr	TERACY MASTERY					
Kalamaran	1412	70		25					
					L			1	
				· · · · · · · · · · · · · · · · · · ·	Mundane Item		Location Er		
	<u> </u>				leather armor			2 small belt pouches	
Magic Items or Sp	ell Comp	onent(s)	E	ffects/Notes	silvered dagger			knapsack	
					knife			wineskin (2 quart cap.)	
Potion of Sleep					thieves' tools			trail rations (3 days)	
Wand of Flowe	rs (27 ch	arges)			50' silk rope			sheet of vellum	
Potion of Healir	ng				<u>6 torches</u>			quill	
Longsword +2					flint & steel			1 oz. ink	
Linens of Healir	ng				2 large canvas s	ac	ks	short bow	
					leather boots			war quiver	
					woolen trousers	s &	tunic	16 arrows	
					linen undershirt	t		4 silvered arrows	
					woolen cloak			silvered mace	
					leather belt				
							1		
S Universal S			Master		nt) İng (Wis)		<u>15</u> % 27%	Other Skills Mastery	
K Acting (Lks, C	lha)		19	% Listen			27 %	disarm trap 39 %	

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Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int. Wis. Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Mastery [†]							
19	%						
9	%						
9	%						
9	%						
17	%						
48	%						
9	~%						
12	%						
25	%						
12	%						
23	%						
9	%						
9	%						
56	%						
9	%						
12	%						
12	%						
	-						

Law (Int)	15	_%				
Listening (Wis)	27	_%				
Observation (Wis)	27	_%				
Oration (Cha)	12	_%				
Persuasion (Cha)	12	_%				
Pick Pocket (Dex)	22	_%				
Reading Lips (Int)	15	_%				
Recruiting (Cha)	12	_%				
Resist Persuasion (Wis)	17	_%				
Rope Use (Dex)	28	_%				
Salesmanship (Int, Wis, Cha)	18	_%				
Scrutiny (Wis)	16	_%				
Seduction, Art of (Cha, Lks)	18	_%				
Skilled Liar (Cha)	12	_%				
Sneaking (Dex)	63	_%				
Survival (Wis, Con)	9	_%				
Torture (Int)	15	_%				
Tracking (Wis)	9	_%				
† Mastery is equal to lowest relevant ability unless additional BP spent						

Other Skills	Mastery
disarm trap	%
gambling	%
lock picking	%
ID trap	%
appraisal (gems & jewlery)	%
appraisal (artwork)	%
appraisal (textiles)	%
swimming	%
	%
	%
	%
	%
	%

Character:	Class: Thief Level:	8 Alignment:		HackMaster
Race: Halfling Sex: Age: 33		Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience	For Next Level:	
Duc	France Lift Capity Date	8700	2ND = 400 3rd = 1200 4TH = 2200 5TH = 3400	<i>Quick References</i> Observation Check: 57

	8 / 49 %	STR	DMG1 FEAT -3 LIFT 166 Ib CARRY 20 Ib DRAG 415 Ib MOD. 0F STR. (LBS) (
	12 / 55 %	INT	Attack +1 Mod.
	12 / 80 %	WIS	INIT +1 DEFENSE +1 MENTAL SAVING Mod. Mod. Throw Bonus
ES	14 / 75 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +6 MOD. HROW BONUS +1 AGUILTY +6
ABILITIES	14 / 23 $_{\scriptscriptstyle \%}$	CON	Physical Saving +1 Throw Bonus
AB	10 / 89 %	LKS	
	10 / 88%	СНА	Turning Mod. n/a Morale Mod. 0
	100		HON WINDOW Great HON PENALTY WINDOW ≤19
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session
			Category of Fame:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+dagger									
LEVEL	ABILITIES	SPECIALI	ATION TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		TOTAL
+2	+3	+1					+1	Attack Bonus	+7
		-1	-1					Speed	-2
-2	0							Initiative	-2
	+3	+2 (+2)	+1 (+1)	+4	-2			Defense	+11
	-1	+2	+1				+1	Damage	+3
Base W	/eapon S	peed:		Base	Weapon	Damage	e: 2d4	P Reach:	1′
Specialization+1Attack● (x BP)Speed● (x BP)Defense● (x BP)Damage● (x BP)		P) C P) C P) (+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)	O (3	x BP) x BP) x BP)	$\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$	O(5x BP) O(5x BP)		
Notes: 2 weapon style, secondary defense									



Missile	Distance (ft)	
Weapon	5 - 20	
Ranges	21-30	
	31-40	
	41-50	

Attack Die

d20p

d20p-4

d20p-6

d20p-8

	2ND = 400 3RD = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Quick Reference Observation Listening Ch Feat of Stree Turn Undea	Check: 57 neck: 57 ngth: d20p-3
SPEED 5 +1 0' REACH dagger+0	204p+3 204p+3 204p+3 204p+3 5 7 5 7 5 7 5 8 7	SPEED TUGS REACH	INIT INIT SAVE
SPEED 6 n/	a n/a d6p+2	SPEED TUGS REACH	
REACH throwing	knife +2		
	Luck	Threshold of Pain 16	Accumulated Building Points 3
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER	Luck Points 28	duction = $\frac{2}{hp}$	Building Points
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER	Luck Points 28 Armor Worn r (damage re (+	duction = $\frac{2}{hp}$	Building Points 3 Fatigue Factor
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER -2 HIT POINTS:	Luck Points 28 Armor Worn r (damage re (+	duction = 2) absorbshp)	Building Points 3 Fatigue Factor
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER -2 HIT POINTS: Wound #1	Luck Points 28 Armor Worn r r (damage re (+ defense,	of Pain 16 duction = 2_) absorbshp) POINTS Wound #6	Building Points 3 Fatigue Factor 3
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER -2 HIT POINTS: Wound #1 Wound #2	Luck Points 28 Armor Worn r r (damage re (+ defense,	of Pain 16 duction = 2_)	Building Points 3 Fatigue Factor 3
throwing PREVIOUS HIT POINT ROLL 6 Body: leathe Shield: DAMAGE TRACKER -2 HIT POINTS: Wound #1	Luck Points 28 Armor Worn r r (damage re (+ defense,	of Pain 16 duction = 2_) absorbshp) POINTS Wound #6	Building Points 3 Fatigue Factor 3

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWE	D (in packs,	bags, etc.)					PROFICIENCIES	5			
TRADE COINS	СР	SP	GP	LOCATION		light armor, dagger, knife (melee & throwing),					
	7	25				short sword, shields					
GEMS:					QUIRKS & FLAWS						
					Quick Tempere	d					
					Pocking						
JEWELRY:											
					TALENTS & RACIA	L A	BILTIES	Ben	EFITS:		
					Damage Bonus	, Pa	arry Bonus, Sv	vift <u>blac</u>	le (dagger)		
OTHER VALUABLE	s:				Initiative Bonus (roll 2 die type lower unless using shield then 1)						
					Rearward Strike	Rearward Strike (bypass 4 DR when striking from behind)					
					Superior Defen	se ((Near Perfect	Defens	e on natural 18-19	9)	
			Backstab (dama	age	dice penetra	te on n	nax & max-1)				
	Ma	Halflings gain +50 Hiding bonus in natural terrain									
Languages Kalamaran	IVIA	575 STERY LEV	EL LI	28	Y						
		75		20			· · · · · · · · · · · · · · · · · · ·				
					Mundane Item		Location	Enc.	Mundane Item	Location	Enc.
	·				leather armor				2 small belt pou	ches	
Magic Items or S	pell Compo	onent(s)	F	ffects/Notes	2 daggers				knapsack		
					3 throwing kniv	ves			wineskin (2 quar	rt cap.)	
dagger +1					thieves' tools				trail rations (3 da	ays)	
throwing knife	2 +2				30' hemp rope						
minor healing					6 candles						
healing potior					flint & steel						
potion of mine					2 pieces of cha	lk					
potion of wate					leather boots						
potion of wate		ig			woolen trouser	<u>ج &</u>	tunic				
					linen undershir		conne				
					woolen cloak						
					leather belt						
									!		
S Universal			Master	yt Law	,		<u> 12 %</u>		her Skills		tery
S Universal Acting (Lks, Animal Hu:		(ic)	<u>10</u> 12		ning (Wis) rvation (Wis)		<u>57</u> % 57%) trap		7%
I Animal Mir L Boating (w		(61	17	% Orati	ON (Cha)		10 %		sarm trap	4	
L Boating (W	is)		12 12	-/ -	asion (Cha)		<u>10</u> % 42%		ck picking	<u>4'</u>	
Cartograph Climbing/R		(Str, Dex)	35		Pocket (Dex) ing Lips (Int)		<u>42</u> % <u>12</u> %		ddling st talking		2% 3%
S Climbing/R Current Aff		, ,			liting (Cha)		10 %	- 10	stanning		×70

Animal Minicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Maste	ry†
10	%
12	%
17	%
12	%
12	%
35	%
12	%
10	_%
10	_%
10	%
32	%
12	%
10	%
50	%
10	%
6	%
6	_%

10 % Recruiting (Cha) 12 % Resist Persuasion (Wis) Rope Use (Dex) 14 _% Salesmanship (Int, Wis, Cha) 10 % % Scrutiny (Wis) 32 10 % Seduction, Art of (Cha, Lks) 10 % Skilled Liar (Cha) 80 % Sneaking (Dex) Survival (Wis, Con) 12 % 12 % Torture (Int) 12 % Tracking (Wis) † Mastery is equal to lowest relevant ability unless additional BP spent

lock picking	 71	70
riddling	22	_%
fast talking	18	_%
forgery	19	_%
swimming	13	_%
cooking/baking	43	_%
mathematics	19	_%
appraisal (sundries)	18	_%
appraisal (spices & perfumes)	19	_%
		_%
		_%

Cha	racter:		Class: Fighter Level: 9	_ Alignment: <u>L</u>	awful	HackMaster
			Age: 23 Height: Weight: Hair:	_ Eyes:		Character Record
Patr	on God(s):		(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 11,200	For Next Level: 2nd = 400 3rd = 1200 4th = 2200	Quick References
	13 / 85 %	STR	DMG. +1 FEAT +4 LIFT 230 Ib CARRY 71 Ib DRAG 575 Ib (LBS)		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 10 Listening Check: 10
	10 / 24%	INT	ATTACK 0 Mod.		8тн = 8700 9тн = 11,200 10тн = 14,150	Feat of Strength: d20p+4 Turn Undead:
	10 / 58 _%	WIS	INIT +2 DEFENSE MENTAL SAVING Mod. Mod. Throw Bonus	SPEED	INIT	SPEED INIT
IES	13 / 86 %	DEX	INIT 0 ATTACK +1 DEFENSE +2 DODGE SAVING +1 FEAT OF +4 MOD. HOD. +1 MOD. +1 AGILITY		+9 +2	6 +2 +5 +2
ABILITIES	14 / 70 %	CON	Physical Saving +1 Throw Bonus	+8	6	+6 🕅 6
A	8 / 69%	LKS			2d8p+5	2d4p+1
	11 / 78%	CHA	TURNING MOD. n/a MORALE MOD. 0	3 ¹ /2' REACH	TOP SAVE	REACH

combat profile for: dagger



combat profile for: horseman's mace

Previous Hit Point Roll 8	Luck Points	Threshold of Pain 30	Accumulated Building Points
Body: ringmail + Shield: medium	Armor Worn 2 (damage re (+ <u>6</u> defense,	eduction = $\underline{6}$) absorbs $\underline{6}$ hp)	Fatigue Factor
DAMAGE TRACKER -2			

HIT POINTS: 62

combat profile for: longsword

+5

М

d12p+1

combat profile for: javelin

SIL

n/a

REACH

INIT

n/a

TOP

SAVE

+2

SPEED

8

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin

LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		Total
+4	+1	,		`	,	,	,	Attack Bonus	
-2					+1			Rate of Fire	-1
	. 2								
-1	+2				+1			Initiative	+2
	+1							Damage	+1
Base V	Veapon R	oF:_7		Base	Weapon	Damage	d12p		
Special Attack Rate o Damag	f Fire	+1 O (x Bl O (x Bl O (x Bl	P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP)	-+3 (3) (3) (3) (3)	s x BP) x BP)	+4 (4x BP) (4x BP) (4x BP)		BP)

HONOR BONUSES OR PENALTIES: +1 to a die roll per session Honor CATEGORY OF FAME: Morale: Hero OFearless OBrave OSteady ONervous OCowardly Fame COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 SPECIALIATION RACIA BONUS ABILITIES TALENTS MAGIC LEVEL SHIFT ARM TOTAL +2 Attack Bonus +9 +4+1+2 -2 -2 +1 -3 Speed -1 +2 +1 +2 Initiative +2 +2 -2 +6 +8 Defense +1 +2 +2 +5 Damage Base Weapon Speed: _ Base Weapon Damage: 31/2' 10 2d8p Reach: Specialization +2 +3 +4 +1+5 O (4x BP) . Attack • (x BP) • (2x BP) O (3x BP) O (5x BP) Speed • (x BP) • (2x BP) O (3x BP) O (4x BP) O (5x BP) Defense • (x BP) (2x BP) O (3x BP) O (4x BP) O (5x BP) (x BP) (2x BP) O (3x BP) O(4x BP)O (5x BP) Damage Notes:

Great

HON PENALTY

WINDOW ≤ 19 1 mulligan per session

≤19

HON

WINDOW

113

COMBAT PROFILE WITH MELEE WEAPON #2: dagger LILATION BONUS ABILITIES TALENTS SPECIA RACIAL SHIELD MAGIC LEVEL ARMO TOTAL +4 +1Attack Bonus +4 -2 +1 Speed -1 -1 +1 Initiative +2 +2 -2 +6 +6 Defense +1+1Damage 2d4p 1′ Base Weapon Speed: _7 Base Weapon Damage: Reach: Specialization +2 +1+3 +4 +5 O (x BP) O (2x BP) O (3x BP) O (4x BP) O (5x BP) Attack O (5x BP) O (5x BP) O (x BP) O (2x BP) O (3x BP) O (4x BP) Speed Ŏ(x BP) Ŏ(2x BP) Ŏ(3x BP) Ŏ(4x BP) Defense O (x BP) O (2x BP) O (4x BP) O (5x BP) O (3x BP) Damage Notes:

> Missile Weapon Ranges

	Distance (ft)	Attack Die
n	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

TREASURE STOWE	D (in packs	, bags, etc.)					PROFICIENCIES				
Trade Coins	СР	SP	GP	LOCATION		1	light, medium	n & hea	avy armor, shield, longsv	vord, dag	gger,
	4	65					Hiking/Roadm	narchi	ng, Laborer, Phalanx Fig	hting, jav	velin,
							horseman's m	ace, la	ance,		
Gems:					QUIRKS & FLAWS						
					Superstitious (he	as	"magic" charm t	to pto	tect him/herself)		
					Sterile						
JEWELRY:											
					TALENTS & RACIAL	A	BILTIES	Benei	FITS:		
					Etiquette/Manne						
OTHER VALUABLES	5:						<u>()</u> ,				
LANGUAGES	M/	ASTERY LEV	el L r	TERACY MASTERY							
Kalamaran		68									
					Mundane Item		Location I	Enc.	Mundane Item Loca	tion	Enc.
					medium shield			LIIC.	trail rations (3 days)	lion	LIIC.
					horseman's mac				"lucky" magic charm on	string	
Magic Items or Sp	ell Comp	onent(s)	E	ffects/Notes		.е			quiver, javelin	Jung	
					dagger				3 javelins		
longsword +2					whetstone				5 Javenins		
ringmail +2					50' hemp rope						
					leather boots						
					woolen trousers		tunic				
					linen undershirt						
					woolen cloak						
					leather belt						
					2 small belt pou	Ich	les				
					backpack						
					wineskin (2 quar	rt	cap.)				
				+ Law 8			9 %		or Chille	Mast-	
S Universal S Acting (Lks, C			Mastery 8	ر† Law (۱۱ % Listen	nt) ing (Wis)		<u>9%</u> <u>10%</u>		ter Skills oraisal (arms & armor)	Maste 19	
Animal Hus	bandry (V	Vis)	10	% Obser	vation (Wis)		10 %		ing (equine)	54	
S Universal S Acting (Lks, C Animal Hus Animal Mim D Boating (Wis					n (Cha) asion (Cha)		<u>8%</u>		/∽۳/		⁷⁰ %
Boating (Wis	5)		- 10	70 [FEISU			/0				_ · -

Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

L S

	Maste	ryT
	8	%
	10	_%
	16	_%
	13	_%
	0	%
Dex)	22	_%
	10	_%
	35	_%
	8	%
	8	_%
	9	_%
	10	%
	8	%
	9	_%
	8	%
	17	_%
	13	_%

13 % Pick Pocket (Dex) 9 % Reading Lips (Int) 27 Recruiting (Cha) % Resist Persuasion (Wis) 34 % Rope Use (Dex) 19 % Salesmanship (Int, Wis, Cha) 8 % 15 Scrutiny (Wis) % % Seduction, Art of (Cha, Lks) 8 8 % Skilled Liar (Cha) 13 % Sneaking (Dex) Survival (Wis, Con) 21 % 9 % Torture (Int) % 10 Tracking (Wis) † Mastery is equal to lowest relevant ability unless additional BP spent

Other Skins	Mastery
appraisal (arms & armor)	19%
riding (equine)	54%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

Character:	Class: Fighter	_ Level: _9 Alignment:	HackMast
Race: Dwarf Gender: Age: 57	_ Height: Weight:	Hair: Eyes:	I IUCIEIVIUS C
Patron God(s):	(Anointed? Y □ N □) Handedness:	Righty	Character Reco

	14 / 81 $_{\scriptscriptstyle \%}$	STR	Dмg. Mod.	+2	Feat of Str	+6	LIFT 240 lb	Carry (lbs)	84 lb	Drag (lbs)	600 lb
	10 / 11 %	INT	Attack Mod.								
	10 / 26 %	WIS	Init Mod.	+2		Defense Mod.					
ES	11 / 48 %	DEX	Init Mod.	+2		Attack Mod.	Dei Mo	ENSE			
ABILITIES	18 / 57 %	CON									
AB	7 / 50%	LKS									
	9/39%	СНА	TURNING	Mod							
	109		HON Window	G	reat		HON Penal Window	^{TY} ≤	21		
	Honor		Honor B	BONU	ses or F	PENALTIES:	1 mulligan pe +1 to a die ro				

		-	
Experience 11,200	For Next Level: 10th = 14,150 11th = 17,600 12th = 21,650 13th = 26,400	Quick References Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	10 10 d20p+6
2' REACH	INIT +5 9 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	SPEED 6 N/a +5 n/a M 6 d6p+d4p+3 n/a Combat profile for throw	INIT +5 9 AVE
combat profile i	for battle axe	combat profile for throw	ving axe

 Armor Worn

 Body:
 banded mail (damage reduction = 6)

 Shield:
 medium + 2 (+ 8 defense, absorbs 8 hp)

Accumulated Building Points

'n

COMBAT PROFILE WITH WEAPON #1: battle axe +2									
LEVEL	ABILITIES	SPECIALI	ATON TALENT	RACIAL B	ARMOR	SHIFLD	MAGIC		Total
+4		+2	+1				+2	Attack Bonus	+9
-2		-3	-1		+1			Speed	-5
-1	+4				+2			Initiative	+5
	0	+3	+1		-4	+8		Defense	+8
	+2	+3	+1				+2	Damage	+8
Base W	/eapon Sj	peed: _1	2	Base	Weapon	Damag	e: 4d3p	Reach:	3′
Special	ization	+1		+2		3		+5	
Attack		• (x Bl	P)	(2x BP)	O (3	x BP)	O (4x BP)	(5x BP)	
Speed		• (x Bl	P)	(2x BP)	• (3)	x BP)	O (4x BP)	(5x BP)	
Defens	se	• (x Bl	P)	(2x BP)	• (3)	x BP)	O (4x BP)	(5x BP)	
Damag	ge	• (x Bl	P)	(2x BP)	• (3)	x BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 69

	Points	Days to Heal			Points	Days to Heal
Wound #1			V	Vound #6		
Wound #2			V	Vound #7		
Wound #3			V	Vound #8		
Wound #4			W	Vound #9		
Wound #5			V	/ound #10		

PREVIOUS HIT POINT ROLI	.: 9	٦٢	SPELLS AVAILABLE			
		Ш	LEVEL			
		Ш	Appr.			
	1	ᆡ	Jrnym.			
	(States		1			
	3		2			
	54		3			
	- B		4			
Luck Points	Threshold of Pain		5			

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	00 OC	000	ОС	000	0 0 0	000
00000	0000	00 00	000	ОС	00		
		1					

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)							PROFICIENCIES					
TRADE COINS CP SP GP LOCATION					light, medium & heavy armor, shield, battle axe,							
	5	82						warhammer, light crossbow, throwing axe,				
								Hiking/Roadr	narching, l	Laborer, Phalanx Fighting		
							Ľ					
G EMS:						& FLAWS			ROLE-PLAY	YING NOTES:		
					Miserly							
					Facial S	car						
JEWELRY:							_					
					TALENTS	& RACIAL A	BI	LTIES	BENEFITS:			
OTHER VALUABLES	:				Attack I	Bonus (bat	tl€	e axe)				
					Damag	e Bonus (b	oat	ttle axe)				
					i	onus (battl						
					<u></u>	ade (battle	a	xe)				
					J -	ht Vision						
LANGUAGES	м	ASTERY L	EVEL	LITERACY LEVEL	+6 savii	ng throw b)0	nus vs. magic	& poison			
Dwarven		69		9								
Kalamaran		19										
						Mundan	ne	ltem Lo	cation	Mundane Item Location		
						banded	m	nail		standard rations (1 week)		
						warham	۱m	ner		mess kit		
						whetsto	on	e		6 iron spikes		
Magic Items or S	Spell Cor	nponent	t(s)	Effects/N	otes	50' hemp rope				wool blanket		
						leather l	bc	oots		light crossbow		
Minor Healing I	Potion					woolen trousers & tunic				quarrel case (hunting)		
Healing Potion						linen undershirt				20 light bolts		
Strength of Iror	n Brew					woolen cloak				chalk		
Battle Axe +2						leather l	be	elt				
Medium Shield	+2					2 small l	be	elt pouches				
Throwing Axe +	-1					backpac	ck					
7 Bolts +3				wineskir	n	(2 quart cap.)						
								ns (3 days)				
								f				
C Universal S	kille		Maste	ryt Law (nt)		_	8 %	Other S	kills Mastery		

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Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

	Maste	ry†
		%
	7 9 9	%
	9	%
	9	%
	8	%
)	9	%
	9	%
	8	%
	8	%
	8	%
	8	%
	12	%
	8	%
	8	%
	8	%
	15	%
	14	%

8 Law (Int) 10 Listening (Wis) Observation (Wis) 10 Oration (Cha) 8 8 Persuasion (Cha) 9 Pick Pocket (Dex) 8 Reading Lips (Int) Recruiting (Cha) 8 Resist Persuasion (Wis) 8 Rope Use (Dex) 19 Salesmanship (Int, Wis, Cha) 8 Scrutiny (Wis) 15 7 Seduction, Art of (Cha, Lks) 8 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 9 8 Torture (Int) 9 Tracking (Wis)

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

%

Other Skills	Mastery
appraisal (arms & armor)	13%
mining	29%
cooking/baking	12%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

13 %

29 %

12_%

%

%

%

%

%

%

%

%

%

%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)						Proficiencies				
TRADE COINS CP SP GP LOCATION				light, medium & heavy armor, shield, longsword						
	8							dagger		
							L			
G EMS:					QUIRKS 8	FLAWS			ROLE-PLAY	VING NOTES:
					Fear of	Heights				
					Premati	urely Gray				
JEWELRY:										
					TALENTS	& RACIAL A	BI	ILTIES	BENEFITS:	
OTHER VALUABLES:					Turn Un	dead				
					Fast Hea	aler				
					Charm F	Resistant				
					Illusion	Resistant				
					45% cha	ance to det	te	ect lies		
LANGUAGES		ASTERY L		LITERACY LEVEL		-		onus vs. spells t		
Kalamaran	141/	ASTERY LI 81	EVEL	37	Attack E	Bonus, Dan	na	age Bonus, Par	ry Bonus,	Swiftblade (longsword)
						Mundan	e	ltem Lo	cation	Mundane Item Location
						medium				wineskin (2 quart cap.)
						dagger				trail rations (3 days)
						50' hem	р	rope		divine icon
Magic Items or S	pell Con	nponent	:(s)	Effects/N	otes	6 torche	es			metal scroll case
Scroll: Endure Cold, En	dure Heat,	Bird's Eye	View, Com	mand		flint & steel				
Potion of Invisibility						leather boots				
longsword +2						woolen trousers & tunic				
<u>chainmail +2</u>						linen undershirt				
						woolen	cl	loak		
						leather b	be	elt		
						2 small k	be	elt pouches		
						backpac	ck	(
							_			
S Universal S	rille		Maste	rut Law (nt)			35 %	Other S	kills Mastery

Universal Skills	Master	ry†
Acting (Lks, Cha)	32	_%
Animal Husbandry (Wis)	18	_%
Animal Mimicry (Wis)	18	_%
Boating (Wis)	22	_%
Cartography* (Int)	14	_%
Climbing/Rappelling (Str, Dex)	9	_%
Current Affairs (Wis)	18	_%
Diplomacy (Cha)	15	_%
Disguise (Int, Cha)	14	_%
Distraction (Cha)	35	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	25	_%
Glean Info. (Int, Wis, Cha)	14	_%
Hiding (Int, Dex)	9	_%
Interrogation (Wis, Cha)	14	_%
Intimidation (Str, Cha)	21	_%
Jumping (Str)	10	_%

%

Law (Int)	35	_%
Listening (Wis)	34	_%
Observation (Wis)	27	_%
Oration (Cha)	15	_%
Persuasion (Cha)	15	_%
Pick Pocket (Dex)	9	_%
Reading Lips (Int)	14	_%
Recruiting (Cha)	15	_%
Resist Persuasion (Wis)	41	_%
Rope Use (Dex)	9	_%
Salesmanship (Int, Wis, Cha)	14	_%
Scrutiny (Wis)	18	_%
Seduction, Art of (Cha, Lks)	13	_%
Skilled Liar (Cha)	15	_%
Sneaking (Dex)	9	_%
Survival (Wis, Con)	8	_%
Torture (Int)	14	_%
Tracking (Wis)	18	_%

Other Skills Religion (Courts of Justice)
Divine Lore
History, Ancient
Riding (equine)
First Aid

Mastery

75 %

61 %

31_%

_%

%

%

_%

_%

%

_%

%

25 _%

47 _%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Proficiencies				
TRADE COINS	TRADE COINS CP SP GP Location				light, n	nedium	ı & heavy	armor, shield, staff, s	sling, mace		
	7	12									
GEMS:					QUIRKS &	k FLAWS			ROLE-PLA	YING NOTES:	
					Needy						
JEWELRY:					Myopia						
JEWELKI.					Turne	9 D			Dever		
					Turn Un	& RACIAL A	BILTIES		BENEFITS:		
OTHER VALUABLES						e to Fear			+1 honu	s to allies' fear saves	(10' r)
						onus (mace	2)				
						Resistant	- /				·····
					Swiftbla	de (mace)					
Languages Kalamaran	M	astery L 67	EVEL	LITERACY LEVEL 32							
						Mundan	e Item	Lo	cation	Mundane Item	Location
						splint m	ail			wineskin (2 quart	cap.)
						staff				trail rations (3 day	s)
						6 torche	S			divine icon	
Magic Items or S		nponent	t(s)	Effects/N	otes	flint & steel				Metal Scroll Case	
Healing Salve (9	uses)					leather boots					
Potion of Sleep						_ woolen trousers & tunic					
Scroll: Purify Foc						linen undershirt					
Scroll: Cure Sma	ll Woun	d, Endur	e Heat,	Imperceptibility	to	_ woolen cloak					
Undead, Pepp	er Spray	, Divine	Stewar	b		_ leather belt					
medium shield -	⊦2					2 small k	oelt pouc	hes			
mace +2				backpack							
						woolen	blanket				
						mess kit					
L						L				ļ	
				t law ()	* +)		8	0/2	Other S	kille	Mastery

Acting (Lks, Cha)	/
Animal Husbandry (Wis)	13
Animal Mimicry (Wis)	13
Boating (Wis)	22
Cartography* (Int)	8
Climbing/Rappelling (Str, Dex)	-43 (7
Current Affairs (Wis)	13
Diplomacy (Cha)	14
Disguise (Int, Cha)	8
Distraction (Cha)	14
Escape Artist (Int, Dex)	7
Fire-Building (Wis)	23
Glean Info. (Int, Wis, Cha)	8
Hiding (Int, Dex)	-33 (7
Interrogation (Wis, Cha)	13
Intimidation (Str, Cha)	12
Jumping (Str)	12

7

Universal Skills

Mastery[†] Law (Int) Listening (Wis) % Observation (Wis) % Oration (Cha) % Persuasion (Cha) % Pick Pocket (Dex) % <u>43 (7)</u>% 13 % Reading Lips (Int) Recruiting (Cha) % % Resist Persuasion (Wis) _% Rope Use (Dex) % Salesmanship (Int, Wis, Cha) % Scrutiny (Wis) % Seduction, Art of (Cha, Lks) % Skilled Liar (Cha) 3 (7) % Sneaking (Dex) % Survival (Wis, Con) % Torture (Int) % Tracking (Wis)

8	%	Other
1 (16)	%	Religio
-20	%	First A
14	%	
14	%	Cookir
-58 (7)	%	Divine
8	%	Swimr
27	%	
13	%	Carper
7	%	
20	%	
31	%	
7	%	
14	%	
-63 (7)	%	
13	%	
8	%	
13	%	

ther Skills	Maste	r y
Religion (Church of Everlasting Hope)	67	_%
irst Aid	53	_%
Cooking/Baking	42	_%
Divine Lore	38	_%
wimming	14	_%
Carpentry/Woodworking	18	_%
		_%
		_%
		_%
		_%
		_%
		_%
		_%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs,	bags, etc.)				PROF		5		
TRADE COINS	GP	LOCATION		light, medium & heavy armor, shield, scimitar, knife,					tar, knife,		
	10	22					jave	lin			
GEMS:					QUIRKS 8				Role-Pla	ying Notes:	
					Glutton						
JEWELRY:					Allergie	s: Pollen					
JEWELRT.											
						& Racial A n of Actior			BENEFITS:		challs that
OTHER VALUABLES					Freedom	II OI ACLIOI	1			e of any bond & immune to ibit movement	
					Hit Poin	t Bonus					
							nage E	Bonus, F	Parry Bonus,	Swiftblade (Scimita	ur)
							- J		<u> </u>		·
											· · · · · · · · · · · · · · · · · · ·
Languages Kalamaran	M	astery L i 72	EVEL	LITERACY LEVEL 24							
		12		24							
						Mundan	e Item		Location	Mundane Item	Location
	<u> </u>					knife			Location	wineskin (2 quart	
						50' hem	o rope	9		trail rations (3 day	
						knife				divine icon	
Magic Items or S	Spell Con	nponent	:(s)	Effects/N	otes	leather boots				Quiver, javelins	
Strength of Iron	Brew					woolen trousers & tunic			nic	4 javelins	
Scimitar +2						linen undershirt					
Medium Shield	+2					woolen	cloak				
Scroll: Blessing,	Create V	Vater, Se	raphic \	Weapon		leather l	oelt				
Robes of Storag	e					2 small l	oelt po	ouches			
Chainmail +1						backpac	k				

	mastery
Acting (Lks, Cha)	<u> 11 %</u>
Animal Husbandry (Wis)	<u>13</u> %
Animal Mimicry (Wis)	<u>13</u> %
Boating (Wis)	<u>13</u> %
Cartography* (Int)	<u> 19 %</u>
Climbing/Rappelling (Str, Dex)	-27 (8) %
Current Affairs (Wis)	<u>21 %</u>
Diplomacy (Cha)	<u> 12 %</u>
Disguise (Int, Cha)	9%
Distraction (Cha)	<u> 12 %</u>
Escape Artist (Int, Dex)	9%
Fire-Building (Wis)	<u>13</u> %
Glean Info. (Int, Wis, Cha)	9 %
Hiding (Int, Dex)	-32 (8) %
Interrogation (Wis, Cha)	<u> 27 %</u>
Intimidation (Str, Cha)	<u> 12 %</u>
Jumping (Str)	<u> 15 %</u>

Universal Skills

Mastery[†]

Law (Int)	9	%
Listening (Wis)	3 (13)	%
Observation (Wis)	13	%
Oration (Cha)	12	%
Persuasion (Cha)	12	%
Pick Pocket (Dex)	-52 (8)	%
Reading Lips (Int)	19	%
Recruiting (Cha)	18	%
Resist Persuasion (Wis)	19	%
Rope Use (Dex)	8	%
Salesmanship (Int, Wis, Cha)	9	%
Scrutiny (Wis)	13	%
Seduction, Art of (Cha, Lks)	11	%
Skilled Liar (Cha)	12	%
Sneaking (Dex)	-42 (8)	%
Survival (Wis, Con)	15	%
Torture (Int)	9	%
Tracking (Wis)	24	%
+ Mastery is equal to lowest relevant ability unl	ess addition	al BP

Other Skills	Master	у
Religion (Face of the Free)	59	%
Animal Training (dogs)	18	%
First Aid	37	%
Divine Lore	29	%
Lock Picking	6 (31)	%
Swimming	26	%
Riding (equine)	14	%
		%
		%
		%
		%
		%
		%

* Cartography is Universal for those with the Literacy skill

Cha	racter:				Cla	ss: Mage	Le	evel: 9	Alignmer	nt:		Hack	Master
Race	e: Human	Sex:	Age: 3	3 Height	t:	Weight:	Hair:		_ Eyes:				
Patro	on God(s):								Experience 11,200	2ND = 400 3RD = 1200 4TH = 2200	:L:	Quick Referen	r Record
	7 _/ 56,	STR	Dmg. Mod.	-2 FEAT - OF STR.	-4 Lift (Lbs)	157 Ib Carry (LBS)	38 lb ^{Drag} 39 (LBS)	3 lb		5тн = 3400 6тн = 4850 7тн = 6600		Listening C	heck: 22
	14 / 02 🤅		Attack Mod.	+1						8тн = 8700 9тн = 11,200 10тн = 14,150		Feat of Stre Turn Undea	
	10 _/ 25 _%	wis	Init Mod.		ENSE D.	Mental Sav Throw Bon			SPEE	D INIT	r	SPEED	INIT
S	12 / 21 🤉	DEX	Init + Mod.	1 ATTACK +1 MOD.	Defense Mod.	+1 DODGE SAV	VING 0 FEAT OF NUS AGILITY	+1	13	+++++++++++++++++++++++++++++++++++++++	4	20	+4
ABILITIES	12 _/ 05 _%	CON	Physical Throw B							+2 1	-	n/a) n/a
ABI	11 / 13,	LKS							Sec.	2d4p+2		2d	
	13 / 92 %		TURNING I		Мо	drale Mod.			8' REAG	TOP	5 ▼	REACH	TOP SAVE
	122		HON Window	Great	Wi	ON PENALTY ≤2 NDOW				t profile for staff p defense die vs. 1 at	tack; d2	,	for light crossbow
	Honor				1 mu LTIES: +1 to	lligan per sessio a die roll per se	n ssion		revious t Point Rol	Luck Points		Threshold of Pain	Accumulated Building Points
		More			<u></u>	<u></u>			4			16 39	
	Fame						ervous OCowa	Bo	ody: thick	Armor Worn <u>robes</u> (damag e (+ defe	ge redu	uction = $\frac{1}{1}$)	Fatigue Factor
	COMBAT PROFILE WITH MELEE WEAPON: staff +1								MAGE TRACKER		-1 000		-1
1 EVE		JALIEL TALENTS	RACIAL	ARMOR SHIELD	MAGIC		Total		-2		-3 🛄		
+1	+2				+1	Attack Bonus Speed	+4	н	IT POINTS	: 40			
+1	+3 +1 +1	+1	_	-1		Initiative Defense	+4 +2	10/	ound #1	POINTS DAYS TO HEAL		Points Wound #6	DAYS TO HEAL
	-2	12			+1	Damage -3 Reach:	-1					Wound #7	
	Weapon Speed: ialization +	-13 -1	Base We	eapon Damage +3	+4	Reach: +5			ound #3 ound #4			Wound #8 Wound #9	
Atta) (2x BP)	O (3x BP)	O (4x BP)				ound #5			Wound #10	
Spe) (2x BP)) (2x BP)	O (3x BP) O (3x BP)	O (4x BP) O (4x BP)								
			(2x BP)	O (3x BP)	O (4x BP)					SPELLS (MEMO	RIZED SP	ELLS IN BOLD)	
Note	26.							LEVEL	-		-	e Area Speed Dι ·	uration Damage
								APPRENT		Amp. Illumination Candlelight, Tireless	· · · · · · ·	inger	
Co	mbat P rofil	e with M i	ISSILE WE	APON: lig	ht cross	bow		JOURNEY	man O	Doze, Planar Servar			
		NTION A	RACABONU	5				2	0	Frighten, Illusory Le		rmor	
LEVE	ABILITIES SPE	LALIATION TALENTS	ACIALD	ARMOR SHIELD	MAGIC		_	3	Õ	White Hot Metal, Wit			
+1	+2	Jr.	К,	r 5	Wr.	Attack Bonus	TOTAL +3	4	Õ	Enfeeble, Memory			in
-	12					Speed		5	Ō	Entrancing Lights			
+1	+3					Initiative	+4	6	О	Boost Strength, Tele	pathic	Mute	
	-2					Damage	-2	7	О	Induce Nervousness,	Retara	Reaction	
Base	Weapon RoF: 2	0	Base We	eapon Damage	e: 2d6p			8	О	Force Grenade, Phar	ntom H	lorse	
1		-1	+2	+3	+4	+5		9	О	Resist Fire			
Atta) (2x BP)	O (3x BP)	O (4x BP)			10	О				
Rate) (2x BP)	O (3x BP)	O (4x BP)			TOTAL SI	PELL POINTS	890	-		
Dan	nage O(x BP) C) (2x BP)	O (3x BP)	O (4x BP)	O (5x BP)		Spell Po	DINT TRACKER				
	Missile	Distan	ce (ft)	Attack	Die						005		
	Weapon	5 - 60)	d20	р]				0 00000 0			
	Ranges	61-100		d20p	-4]							
		101-140)	d20p	o-6								
		141-180)	d20p	0-8]		*Clerics de	o not have Ap	prentice or Journeyman le	evel spells	nor do they employ Spel	ll Points. Deal with it.

TREASURE STOWED	, bags, etc.)			PROFICIENCIES						
TRADE COINS CP SP GP LOCATION								agger, n	nagical transc	ription, staff, crossbow	
	3	14									
Gems:					QUIRKS &				Role-Pla	YING NOTES:	
					Absent Flatulen						
JEWELRY:						ce					
JEWELNI.					T	0 D			D		
						& Racial A Bonus vs.			BENEFITS		
OTHER VALUABLES						nus (staff)		====			
						Spell Fati					
						Resistant	940				
					Combat	Casting					
-											
Languages Kalamaran	M	lastery Li 82	EVEL	LITERACY LEVEL 51							
		02		51							
						Mundan	e Ite	m	Location	Mundane Item Location	
						thick rok				woolen trousers & tunic	
						dagger				linen undershirt	
				· · · · · · · · · · · · · · · · · · ·		staff			woolen cloak		
Magic Items or S	pell Cor	mponent	t(s)	Effects/N	otes	light crossbow				leather belt	
Potion of Buoya	ncy					quarrel case (hunting)			ng)	2 small belt pouches	
Wand of Summo						20 bolts	20 bolts			knapsack	
Scroll: Enfeeble,						10 candles				wineskin (2 quart cap.)	
Scroll: Bottomless Pou	ich, Transn	nogrify, Ent	rancing Lig	ghtshow		<u>6 torche</u>	S			trail rations (3 days)	
Staff +1						flint & st	eel			standard rations (1 week)	
Wand of Water (59 charges)						10 page	s ve	llum		signal whistle	
			2 metal	scro	oll cases		wool blanket				
			4 quills				chalk				
					6 oz. black ink				spell components		
					brass signal mirror						
					leather boots						
										1	

Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	

Universal Skills

Master	rv [†]	Law (In
11	%	Listeni
21	_%	Observ
9	%	Oratio
9	%	Persua
13	_%	Pick Pc
5	_%	Readir
9	_%	Recrui
13	_%	Resist
13	_%	Rope L
13	_%	Salesm
11	_%	Scrutir
17	_%	Seduct
19	_%	Skilled
11	_%	Sneaki
9	_%	Surviv
5	_%	Torture
5	_%	Trackir

Law (Int)	13	%
Listening (Wis)	22	_%
Observation (Wis)	20	_%
Oration (Cha)	13	_%
Persuasion (Cha)	13	_%
Pick Pocket (Dex)	11	_%
Reading Lips (Int)	13	_%
Recruiting (Cha)	13	_%
Resist Persuasion (Wis)	14	_%
Rope Use (Dex)	11	_%
Salesmanship (Int, Wis, Cha)	19	_%
Scrutiny (Wis)	19	_%
Seduction, Art of (Cha, Lks)	11	_%
Skilled Liar (Cha)	13	_%
Sneaking (Dex)	11	_%
Survival (Wis, Con)	9	_%
Torture (Int)	13	_%
Tracking (Wis)	9	_%
† Mastery is equal to lowest relevant ability u	unless additic	onal BP spen

Other Skills	Mastery
arcane lore	%
cooking/baking	<u> 19 </u> %
reading lips	%
history, ancient	%
	%
	%
	%
	%
	%
	%
	%
	%
	%



TREASURE STOWED) (in packs	, bags, etc.	.)				Γ	PROFICIENCIES			
TRADE COINS CP SP GP LOCATION							short sword, staff, dagger, short bow,				
	7	12						magical trans	cription		
							Ľ				
GEMS:					QUIRKS 8	FLAWS	_		ROLE-PLAY	VING NOTES:	
					Paranoi	d					
					Hard of	Hearing					
JEWELRY:							_				
					TALENTS	& RACIAL A	BI	LTIES	BENEFITS:		
OTHER VALUABLES	:				Less Sle	ер					
					Elves ga	in +50 Hid	lir	ng bonus in na	atural terra	in	
					Parry Bo	onus (short	t s	sword)			
					Crack Sł	not (short b	bo	ow)			
					+4 save	bonus vs.	sŗ	pells			
1					Mitigate	e Spell Fatig	gı	ue			
Languages Elven	IVI	astery L 74	EVEL	LITERACY LEVEL 51							
Kalamaran		42									
						Mundane		ltem Lo	cation	Mundane Item Location	
						thick rob			cution	woolen cloak	
				· · · · · · · · · · · · · · · · · · ·		2 short s	50	vords		leather belt	
						dagger				2 small belt pouches	
Magic Items or S	Spell Cor	mponent	t(s)	Effects/N	otes	short bo	»N	V		backpack	
Wand of Illumin	ation (2	4 charge	es)			quiver, hunting				wineskin (2 quart cap.)	
Scroll: Scorch						12 arrows				trail rations (3 days)	
Potion of Gianti	sm					miner's lantern				wool blanket	
Potion of Water	Breathir	ng				1 pint lamp oil				2 metal scroll cases	
Wand of Summe	oning (1	4 charge	es)			flint & st	e	el		spell book	
Potion of Sleep						4 pages	V	ellum		spell components	
Healing Potion						<u>4 quills</u>					
Short Bow +2						2 oz. bla	cl	k ink			
						leather b	C	oots			
						woolen trousers & tunic			:		
						linen un	d	ershirt			
							_				
S Universal S	kills		Maste	ry [†] Law (I	nt)			16_%	Other S	kills Mastery	

9 Acting (Lks, Cha) Animal Husbandry (Wis) 15 15 Animal Mimicry (Wis) 15 Boating (Wis) 34 Cartography* (Int) Climbing/Rappelling (Str, Dex) 15 Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) 11 Escape Artist (Int, Dex) 24 Fire-Building (Wis) Glean Info. (Int, Wis, Cha) 19 Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) 15 Jumping (Str)

7 Listening (Wis) Observation (Wis) 20 Oration (Cha) 9 9 Persuasion (Cha) 11 Pick Pocket (Dex) 16 Reading Lips (Int) 9 Recruiting (Cha) Resist Persuasion (Wis) 22 11 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 27 Scrutiny (Wis) 20 Seduction, Art of (Cha, Lks) 9 9 Skilled Liar (Cha) Sneaking (Dex) 16 Survival (Wis, Con) 5 16 Torture (Int) 15 Tracking (Wis)

%

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9

9 %

9 %

9 %

9 %

7

Other Skills	waster y
arcane lore	67%
history, ancient	37_%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

Character:	Class: Thief Level: 9	Alignment:	 HackMaster
	Age: <u>19</u> Height: Weight: Hair:	Eyes:	Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience For Next Level 2ND = 400 3RD = 1200 4TH = 2200 4TH = 2200	Quick References
12 / 66 % ST		5тн = 3400 6тн = 4850 7тн = 6600 8тн = 8700	Observation Check: 27 Listening Check: 27 Feat of Strength: d20p+1
15 / 51 % IN		9тн = 11,200 10тн = 14,150	Turn Undead:
10 / 27 % WI	S INIT +2 DEFENSE 0 MENTAL SAVING MOD. MOD. THROW BONUS INIT 2 ATTACK 12 DEFENSE 14 DODGE SAVING 12 FEAT OF 10	SPEED INIT	/67

	10/2/%	WIS	Mod.	Mod.		Throw Bonus		
ES	16 / 15 %	DEX	Init Mod2	Attack Mod. +3	Defense +4 Mod.	Dodge Saving Throw Bonus	+2 Feat Agii	T OF +9
ABILITIES	8 / 25 %	CON	Physical SA Throw Bon					
AI	11 / 76 %	LKS						
	12/44%	CHA	TURNING M	od. n/a	Morale	Mod. +1		
	110		HON Window	Great	HON PE Window	<u>≤</u> 21		
	Honor		HONOR BON	iuses or Penalti		n per session e roll per sessior	n	
			CATEGORY C	of Fame:				
	Fame	Moral	ale: Hero OFearless OBrave OSteady ONervous OCowardly					owardly

COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 (+ dagger +2)									
LEVEL	ABILITIES	SPECIALIT	ATON TALENTS	RACIAL	ARMOR	SHIFLD	MAGIC		TOTAL
+2	+5	+1					+2	Attack Bonus	+10
		-1	-1					Speed	-1
-2	0							Initiative	-2
	+4	+2 (+2)	+1 (+1)		-2			Defense	+8
	+1	+1					+2	Damage	+4
Base W	/eapon S	peed:1	10	Base	Weapon	Damage	:2d8	p Reach:	31/2'
Special Attack Speed Defens Damag	se	+1 • (x BF • (x BF • (x BF • (x BF	P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP) (2x BP)	O (3	x BP) x BP) x BP)	+4 O (4x BP O (4x BP O (4x BP O (4x BP) $O(5x BP)$) $O(5x BP)$	
Notes:	2 weap	oon style	, seconda	ry defer	ise				



Missile Weapon Ranges

	Distance (ft)	Attack Die
n	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8





+10

2d4p+4

2

4

+5*

1'

silvered mace+dagger

Previous Hit Point Roll 5	Luck Points 29	Threshold of Pain		Accumulated Building Points 2
Body: leather Shield: Damage Tracker -2	Armor Worn (damage rec (+ defense, a (defense, a1		1	Fatigue Factor

HIT POINTS: 46

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: short bow



TREASURE STOWED (in packs, bags, etc.)				PROFICIENCIES								
Trade Coins	СР	SP	GP	LOCATION			light armor, da	igger	, knife (melee), longswor	d, crossl	bow,	
	7	58	27				short bow, mag	ce				
Gемз: 100 sp, 5	0 sp				QUIRKS & FLAWS							
					Greedy							
					Colorblind		······					
JEWELRY:												
					TALENTS & RACIAL	A	BILTIES	Bene	FITS:			
					Parry Bonus (lor	ngs	sword & dagger)					
OTHER VALUABLES	:				Initiative Bonus	(rc	oll 2 die type low	ver)				
					Rearward Strike	(b	ypass 4 DR wher	n stri	king from behind)			
							 		e on natural 18-19)			
						-	e dice penetrate o	on m	ax & max-1)			
LANGUAGES	M	ASTERY LEV	a 1.	TERACY MASTERY	Swiftblade (long	gsv	word)					
Kalamaran	1415	70		25								
					Mundane Item		Location E	inc.	Mundane Item Locat	ion	Enc.	
					leather armor				2 small belt pouches			
Magic Items or Sp	ell Comp	onent(s)	E	Effects/Notes	silvered dagger	silvered dagger			knapsack			
					knife				wineskin (2 quart cap.)			
Potion of Sleep					thieves' tools				trail rations (3 days)			
Wand of Flowe	rs (27 ch	arges)			50' silk rope				sheet of vellum			
Potion of Healir	ng				<u>6 torches</u>				quill			
Longsword +2	sword +2				flint & steel				1 oz. ink			
Linens of Healir	Linens of Healing					ac	ks		short bow			
Dagger +2					leather boots				war quiver			
					woolen trousers & tunic 16 arrows							
					linen undershirt 4 silvered arrows							
					woolen cloak silvered mace							
					leather belt							
							15 0/					
S Universal S Acting (Lks, C Animal Hust			Master 19	y [†] Law (Ir % Listen	nt) İng (Wis)		<u>15</u> % 27%		ner Skills arm trap	Maste 44	ery %	
74111111111111111	bandry (v	Vis)	9	_% Obser	vation (Wis)		<u> 27 </u> %		mbling		%	
Animal Mim	icry (Wis)		9	% Oratio	n (Cha)		12 %		`			

S
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Universal Skills	IV
Acting (Lks, Cha)	
Animal Husbandry (Wis)	
Animal Mimicry (Wis)	
Boating (Wis)	
Cartography* (Int)	
Climbing/Rappelling (Str, Dex)	
Current Affairs (Wis)	
Diplomacy (Cha)	
Disguise (Int, Cha)	
Distraction (Cha)	
Escape Artist (Int, Dex)	
Fire-Building (Wis)	
Glean Info. (Int, Wis, Cha)	
Hiding (Int, Dex)	
Interrogation (Wis, Cha)	
Intimidation (Str, Cha)	
Jumping (Str)	_

Master	v†	La
19	%	Lis
9	%	Oł
9	%	Or
9	%	Pe
17	%	Pic
48	%	Re
9	%	Re
12	%	Re
25	%	Ro
12	%	Sa
23	%	Sc
9	%	Se
9	%	Sk
56	_%	Sn
9	_%	Su
12	_%	То
12	_%	Tra

Law (Int)	15	_%				
Listening (Wis)	27	_%				
Observation (Wis)	27	_%				
Oration (Cha)	12	_%				
Persuasion (Cha)	12	_%				
Pick Pocket (Dex)	22	_%				
Reading Lips (Int)	15	_%				
Recruiting (Cha)	12	_%				
Resist Persuasion (Wis)	17	_%				
Rope Use (Dex)	28	_%				
Salesmanship (Int, Wis, Cha)	18	_%				
Scrutiny (Wis)	16	_%				
Seduction, Art of (Cha, Lks)	18	_%				
Skilled Liar (Cha)	12	_%				
Sneaking (Dex)	70	_%				
Survival (Wis, Con)	9	_%				
Torture (Int)	15	_%				
Tracking (Wis)	9	_%				
† Mastery is equal to lowest relevant ability unless additional BP spent						

Other Skills	Mastery
disarm trap	%
gambling	%
lock picking	<u> 79 </u> %
ID trap	%
appraisal (gems & jewlery)	%
appraisal (artwork)	%
appraisal (textiles)	%
swimming	%
riding (equine)	%
	%
	%
	%
	%



	Fa	me	Morale: Hero OFearless OBrave OSteady ONervous OCowardly							
Co	Сомват Profile with Melee Weapon #1: <u>dagger+2 w/ dagger+1</u>									
LEVE	ABILI	IFS SPECIAL	TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		TOTAL	
+2	+3	+1					+2	Attack Bonus	+8	
		-2	-1					Speed	-3	
-2	0							Initiative	-2	
	+3	+2 (+2	2) +1 (+1)	+4	-2			Defense	+11	
	-1	+2	+1				+2	Damage	+4	
Base Weapon Speed: 7			7	Base	Weapon	Damage	: 2d4	P Reach:	1′	
Spec	ialization	+1		+2	+3		+4	+5		
Atta	ck	🔵 (x E	BP) C) (2x BP)	O (3	x BP)	O (4x BP)) (5x BP)		
Spee	ed	• (x E	3P)	(2x BP)	O (3	x BP)	O (4x BP) (5x BP)		
Defe	ense	• (x E	BP) 🗧	(2x BP)	O (3	x BP)	O (4x BP) (5x BP)		
Dam	nage	• (x E	3P)	(2x BP)	O (3	x BP)	O (4x BP) (5x BP)		
Note	Notes: 2 weapon style, secondary defense									

TURNING MOD. n/a

CATEGORY OF FAME:

Great

HON

WINDOW

Morale Mod. +1

≤21

HON PENALTY

WINDOW 1 mulligan per session

HONOR BONUSES OR PENALTIES: +1 to a die roll per session

LKS

CHA

10/89%

11/06%

114

Honor



Missile Weapol Ranges

	r	
	Distance (ft)	Attack Die
n	5 - 20	d20p
5	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8

+11 2 2d4p+4 0' TOP TOP REACH REACH SAVE SAVE dagger+dagger SPEED INIT SPEED INIT 6 -2 +8 n/a n/a d6p+2 TOP TOP REACH SAVE REACH SAVE throwing knife +2 Luck Threshold PREVIOUS Accumulated Points of Pain HIT POINT ROLL 29 17 **Building Points** 1 1 **Armor Worn** Fatigue Factor Body: leather ____ (damage reduction = 2) Shield: _ _ (+ ____ defense, absorbs ____ hp) -3 DAMAGE TRACKER

HIT POINTS: 42

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



Treasure Stowep (in packs, bags, etc.) PPOPICIENCIES Invex Cons CP SP GP Locanow Ight armor, dagger, knife (melee & throwing), short sword, shields Sems:
GEMS: QUIRKS & FLAWS JEWELRY: QUICK Tempered DTHER VALUABLES: TALENTS & RACIAL ABLITES DTHER VALUABLES: TALENTS & RACIAL ABLITES DAMAGES MASTERY LEVEL LITERACY MASTERY LITERACY MASTERY Kalamaran 75 28 28 Mundane Item Location Image Items or Spell Component(s) Effects/Notes Silvered dagger +1 thieves' tools throwing knife +2 30' hemp rope 6 candles flint & steel
JEWELRY: OTHER VALUABLES: Image: Source State
JEWELRY: OTHER VALUABLES: Image: Source State
JEWELRY: OTHER VALUABLES: Image: Source State
JEWELRY: DTHER VALUABLES: DTHER VALUABLES: TALENTS & RACIAL ABUTIES BENEFITS: Damage Bonus, Parry Bonus, Swiftblade (dagger) Initiative Bonus (roll 2 die type lower unless using shield then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain Magic Items or Spell Component(s) Effects/Notes silvered dagger +2 dagger +1 throwing knife +2
JEWELRY: DTHER VALUABLES: TALENTS & RACIAL ABUTIES BENEFITS: Damage Bonus, Parry Bonus, Swiftblade (dagger) Initiative Bonus (roll 2 die type lower unless using shield then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain Halflings gain +50 Hiding bonus in natural terrain Mundane Item Location Enc. leather armor 3 throwing knife +2 Halflings gain +50 Hiding bonus in natural term Location Enc. 1 throwing knife +2
DTHER VALUABLES: TALENTS & RACIAL ABILTIES BENEFITS: Damage Bonus, Parry Bonus, Swiftblade (dagger) Initiative Bonus (roll 2 die type lower unless using shield then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain Mastery Level LITERACY MASTERY Kalamaran 75 28 Magic Items or Spell Component(s) Effects/Notes Silvered dagger +2 Mundane Item Location dagger +1 throwing knife +2 trail rations (3 days)
Damage Bonus, Parry Bonus, Swiftblade (dagger) Initiative Bonus (roll 2 die type lower unless using shield then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain 75 28 Magic Items or Spell Component(s) Effects/Notes Silvered dagger +2 30' hemp rope dagger +1 6 candles throwing knife +2 function (a step)
OTHER VALUABLES: Initiative Bonus (roll 2 die type lower unless using shield then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain T5 28 Mastery Level Litreacy Mastery Kalamaran 75 28 Mundane Item Magic Items or Spell Component(s) Effects/Notes silvered dagger +2 30' hemp rope dagger +1 finit & steel throwing knife +2 finit & steel
Initiative Bonds (roll 2 die type lower unless using siniela then 1) Rearward Strike (bypass 4 DR when striking from behind) Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain
Superior Defense (Near Perfect Defense on natural 18-19) Backstab (damage dice penetrate on max & max-1) Halflings gain +50 Hiding bonus in natural terrain Masterry Level LITERACY MASTERY Kalamaran 75 28
LANGUAGES MASTERY LEVEL LITERACY MASTERY Kalamaran 75 28
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Kalamaran 75 28
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Magic Items or Spell Component(s) Effects/Notes 3 throwing knives knapsack silvered dagger +2 30' hemp rope wineskin (2 quart cap.) dagger +1 6 candles flint & steel throwing knife +2 not not not not not not not not not not
wight terms of speir component(s) Enects/Notes interversion and interversinterversion and interversion and interversion and intervers
silvered dagger +2 30' hemp rope trail rations (3 days) dagger +1 6 candles flint & steel throwing knife +2 flint & steel
dagger +1 6 candles throwing knife +2 flint & steel
throwing knife +2
minor healing potion 2 pieces of chalk
healing potion leather boots
potion of mind control woolen trousers & tunic
potion of water breathing linen undershirt
woolen cloak
leather belt
S Universal Skills Mastery [†] Law (Int) <u>12</u> % Other Skills Mastery
Acting (Lks, Cha) <u>10</u> % Listening (Wis) <u>61</u> % ID trap 53 %
Animal husbandi y (wis) <u></u> 41 0 41 %
Boating (Wis) 12 % Persuasion (Cha) <u>10 %</u> lock picking <u>41 %</u>
Cartography* (Int) <u>12</u> % Pick Pocket (Dex) <u>42</u> % <u>riddling</u> <u>22</u> %
Climbing/Rappelling (Str, Dex)35 % 12 %Reading Lips (Int)12 % 10 %fast talking18 %Current Affairs (Wis)12 % 12 %Recruiting (Cha)10 % 10 %forgery19 %

Animal Husbandry (Wis)	
Animal Mimicry (Wis)	_
Boating (Wis)	_
Cartography* (Int)	_
Climbing/Rappelling (Str, Dex)	_
Current Affairs (Wis)	_
Diplomacy (Cha)	_
Disguise (Int, Cha)	_
Distraction (Cha)	_
Escape Artist (Int, Dex)	_
Fire-Building (Wis)	_
Glean Info. (Int, Wis, Cha)	_
Hiding (Int, Dex)	_
Interrogation (Wis, Cha)	_
Intimidation (Str, Cha)	_
Jumping (Str)	_

1	Maste	rv [†]
	10	%
-	12	%
-	17	%
-	12	%
-	12	%
-	35	%
-	12	%
-	10	%
-	10	%
-	10	%
-	32	%
	12	%
-	10	%
	56	%
-	10	%
-	6	%
_	6	%

Law (Int)	<u> 12 %</u>					
Listening (Wis)	<u>61 %</u>					
Observation (Wis)	<u>62</u> %					
Oration (Cha)	<u> 10 %</u>					
Persuasion (Cha)	<u> 10 %</u>					
Pick Pocket (Dex)	42_%					
Reading Lips (Int)	<u> 12 %</u>					
Recruiting (Cha)	<u> 10 %</u>					
Resist Persuasion (Wis)	<u> 12 %</u>					
Rope Use (Dex)	<u> 14 %</u>					
Salesmanship (Int, Wis, Cha)	<u> 10 %</u>					
Scrutiny (Wis)	<u> 32 %</u>					
Seduction, Art of (Cha, Lks)	<u> 10 %</u>					
Skilled Liar (Cha)	<u> 10 %</u>					
Sneaking (Dex)	<u> 85 </u> %					
Survival (Wis, Con)	<u> 12 %</u>					
Torture (Int)	<u> 12 %</u>					
Tracking (Wis)	<u> 12 %</u>					
† Mastery is equal to lowest relevant ability unless additional BP spent						

Other Skills	Mastery
ID trap	%
disarm trap	%
lock picking	%
riddling	%
fast talking	<u> 18 %</u>
forgery	<u> 19 %</u>
swimming	<u>13</u> %
cooking/baking	%
mathematics	<u> 19 %</u>
appraisal (sundries)	<u> 18 </u> %
appraisal (spices & perfumes)	<u> 19 %</u>
	%
	%

			Class: <u>Knight</u> Level: <u>9</u> Age: <u>23</u> Height: Weight: Hair:	-		HackMaster
Patro	on God(s):		(Anointed? Y ■ N □) Handedness: Righty	Experience 11,200	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200	Character Record Quick References
	13 / 88 %	STR	DMG. +1 FEAT +4 LIFT 230 lb CARRY 71 lb DRAG 575 lb (LBS) 575 lb		5тн = 3400 6тн = 4850 7тн = 6600	Observation Check: 10 Listening Check: 10
	10 / 29%	INT	Attack 0 Mod.		8тн = 8700 9тн = 11,200 10тн = 14,150	Feat of Strength: d20p+4 Turn Undead:
	10 / 59 $_{\scriptscriptstyle\%}$	wis	INIT +2 DEFENSE MENTAL SAVING MOD. MOD. THROW BONUS	SPEED	INIT	SPEED INIT
ES	14 / 04 %	DEX	INIT 0 ATTACK +2 DEFENSE +2 DODGE SAVING +1 FEAT OF +5 MOD. MOD. +1 AGILITY +5	8 515	+3	7 +6 +3
ABILITIES	14 / 79 $_{\scriptscriptstyle\%}$	CON	Physical Saving +1 Throw Bonus	+5	M 7	+3 1 7
AE	8 / 69%	LKS			d8p+5	2d4p+1
	11 / 84%	СНА	TURNING MOD. n/a MORALE MOD. +1	31/2' REACH	DITIES TOP SAVE	1' TOP SAVE
	126		HON WINDOW Great HON PENALTY WINDOW ≤21	combat profi	le for: longsword	combat profile for: dagger
	Honor		1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session	SPEED	INIT	SPEED INIT

Morale:
Hero OFearless OBrave OSteady ONervous OCowardly Fame

Сом	COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2								
LEVEL	ABUTIES	SPECIALI	ANION TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		TOTAL
+4	+2	+2					+2	Attack Bonus	+10
-2		-2			+2			Speed	-2
-1	+2				+2			Initiative	+3
	+2	+2			-5	+6		Defense	+5
	+1	+2					+2	Damage	+5
Base W	Base Weapon Speed:10 Base Weapon Damage:2d8p Reach:3½'						31/2'		
Special	lization	+1		+2	_ +3		+4	+5	
Attack		🔵 (x Bl	P)	(2x BP)	O (3)	x BP)	(4x BP)		
Speed		🔵 (x Bl	P) 🖣	(2x BP)	O (3:	x BP)	O (4x BP)) 🔿 (5x BP)	
Defens	se	🔵 (x Bl	P) 🖣	(2x BP)	O (3:	x BP)	O (4x BP)) 🔿 (5x BP)	
Damag	ge	🔵 (x Bl	P)	(2x BP)	O (3:	x BP)	O (4x BP)) 🔿 (5x BP)	
Notes:									

CATEGORY OF FAME:



Missile Weapon Ranges

		-
	Distance (ft)	Attack Die
ר	5 - 30	d20p
	31-50	d20p-4
	51-70	d20p-6
	71-100	d20p-8

+3 10 +3 7 +6 +6 М n/a +3 n/a 7 d12p+1 2d6p+1 **1**1/2' TOP TOP REACH SAVE REACH SAVE combat profile for: javelin combat profile for: horseman's mace Chivalry Threshold PREVIOUS Accumulated of Pain 30 HIT POINT ROLL Points **Building Points** 8 19 **Armor Worn Fatigue Factor** Body: plate mail (damage reduction = **7**) Shield: medium (+ <u>6</u> defense, absorbs <u>6</u> hp) 0

HIT POINTS: 62

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: javelin



TREASUR	RE STOWED	(in packs	, bags, etc.)				Γ	PROFICIENC	IES				
TRADE COI	NS	СР	SP	GP	LOCATION			light, med	dium & he	eavy armor, shield, lo	ongsword	, dago	ger,
		4	65					Hiking/Ro	admarch	ning, Laborer, Phalan	x Fighting	g, jave	elin,
								horsemar					· · · · ·
									,				
GEMS:					•	QUIRKS & FLAWS	_						
GEMS:								"ma a a i a" a b	awaa ta watu	atasthing /havealf			
							ias	magic cha	arm to pto	otect him/herself)			
						Sterile							
JEWELRY	•												
						TALENTS & RACIA	LA	BILTIES	Ben	EFITS:			
						Etiquette/Manr	ner	s (Kalamara	<u>n</u>)				
OTHER V	ALUABLES	:				Inspire Others:	alli	ies within 10)' gain +4	saves vs. fear, fatigu	ie & mora	le	
										<u>v</u>			
						J							
LANGUA	GES	MA	STERY LEVI	i Li	TERACY MASTERY								
Kalama	iran		68										
										-			
						Mundane Item		Location	Enc.	Mundane Item	Location		Enc.
				_		plate mail				trail rations (3 days	;)		
Marialt					ffe ata /Netaa	medium shield				"lucky" magic char	m on strir	ng	
Magic Items or Spell Component(s) Effects/Notes			horseman's ma				quiver, javelin						
						dagger				3 javelins			
longsw	vord +2												
					······	whetstone							
						50' hemp rope							
						leather boots							
						woolen trouser	's 8	k tunic					
						linen undershir	t			. <u></u>			
						woolen cloak							
						leather belt							
						2 small belt po	ucł	nes					
						backpack							
						wineskin (2 qua							
								сар.)					
S Un	niversal Sl	kills		Master	yt Law (,		<u> 9 %</u>	Ot	her Skills	M	aster	У
	ting (Lks, Cl			8	_% Lister	ing (Wis)		<u>10</u> % 10%		opraisal (arms & armor)	<u> </u>	19	_
An An	nimal Husb nimal Mimi		Vis)	<u> 10 </u> 16		rvation (Wis) On (Cha)		<u> 10 %</u> 8 %	ric	ding (equine)		57	_%
	ating (Wis)			13	-/*	asion (Cha)		8 %	re	ligion ()	17	_%
T Ca	rtography			0	-/*	ocket (Dex)		13 %					%
	mbing/Ra		(Str, Dex)	22		ng Lips (Int)		9 %					%
	irrent Affai	irs (Wis)		10		iting (Cha)		30%					_ / -
	plomacy (38		Persuasion (Wis)		%					_%
	sguise (Int,					Use (Dex)		%					_%
	straction (8		manship (Int, Wis, Cha)		8%					_%
	cape Artist e-Building			10		ny (Wis)		<u>15</u> % 8%					%
	e-Building ean Info. (II		.)	8	-	ction, Art of (Cha, Lks) d Liar (Cha)		<u> </u>					%
	ding (Int, De		·,	9		king (Dex)		13 %					%
	terrogatio		a)	8	- 0ea.	/al (Wis, Con)		21 %					_^0 %
Int	imidation	(Str, Cha)		17	_% Tortu			9%					_
Jui	mping (Str)			13	a/	ing (Wis)		10 %					_%

* Cartography is Universal for those with the Literacy skill

6 Tracking (Wis) <u>10</u>% † Mastery is equal to lowest relevant ability unless additional BP spent

Character:	Class: Fighter	Level: Alignment:	HackMaste
Race: Dwarf Gender: Age	57 Height: Weight:	Hair: Eyes:	I IUUIIIIUDIO
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness	s: <u>Righty</u>	Character Record

	15 / 10 _%	STR	Dмg. Mod.	+2 Feat of Str	+7 R.	Lift (LBS) 245 Ik	CARRY (LBS)	91 lb	Drag (lbs)	613 lb
	10 / 13 %	INT	Attack Mod.							
	10 / 34 $_{\scriptscriptstyle\%}$	WIS	Init Mod.	+2	Defense Mod.					
ES	12 / 05 %	DEX	Init Mod.	+1	Attack Mod.	+1	efense 10d.	+1		
ABILITIES	18 / 62 %	CON								
AB	7 / 50%	LKS								
	9 / 46%	СНА	TURNING	Mod.						
	122		HON Window	Great		HON PEN Window	^{ALTY} ≤	23		
	Honor		Honor B	Bonuses or I	Penalties:	1 mulligan +1 to a die				

Experience 14,150	For Next Level: 11th = 17,600 12th = 21,650 13th = 26,400 14th = 31,950	<i>Quick References</i> Observation Check: Listening Check: Feat of Strength: Turn/Cmd Undead:	10 10 d20p+7
2' REACH	INIT +4 11 M 8 d3p+8 9 5 AVE SAVE	SPEED 7 Autor 7 +7 +7 n/a M & d6p+d4p+3 n/a d6p+d4p+3 REACH Substantia	9 TOP TAVE
combat profil	le for battle axe	combat profile for thro	wing axe

Armor Worn Body: <u>plate mail +1</u> (damage reduction = <u>8</u>) Shield: <u>medium +2</u> (+ <u>8</u> defense, absorbs <u>8</u> hp) Accumulated Building Points

Сом	COMBAT PROFILE WITH WEAPON #1: battle axe +2								
LEVEL	ABILITIES	SPECIALI	ATON TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		Total
+5	+1	+2	+1				+2	Attack Bonus	+11
-2		-3	-1		+2			Speed	-4
-1	+3				+2			Initiative	+4
	+1	+3	+1		-4	+8		Defense	+9
	+2	+3	+1				+2	Damage	+8
Base W	Veapon S	peed: _1	2	Base	Weapon	Damage	e: 4d3p	Reach:	3′
Special	lization	+1		+2		;	+4		
Attack		• (x Bl	P)	(2x BP)	O (3:	x BP)	O (4x BP)	(5x BP)	
Speed		• (x Bl	P)	(2x BP)	• (3)	k BP)	O (4x BP)	(5x BP)	
Defens	se	• (x Bl	P)	(2x BP)	• (3)	k BP)	O (4x BP)	(5x BP)	
Damag	ge	• (x Bl	P)	(2x BP)	• (3)	k BP)	O (4x BP)	(5x BP)	
Notes:									



Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

HIT POINTS: 69

	Points	Days to Heal			Points	Days to Heal	
Wound #1			Wo	und #6			
Wound #2			Wo	und #7			
Wound #3			Wo	und #8			
Wound #4			Wo	und #9			
Wound #5			Wo	und #10			

PREVIOUS HIT POINT ROLI	: 9	SPELLS AVAILABLE		
			LEVEL	
			Appr.	
	-		Jrnym.	
	Contract of the second		1	
	No.		2	
	>50		3	
	-10		4	
Luck Points	Threshold of Pain		5	

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1							
2							
3							
4							
5							
TOTAL SPELL POINTS							
SPELL POINT TRACKER							
TENS OOOOC	0000	$\mathbf{O} \mathbf{O}$	000	ОС	000	0 0 0	000
00000	0000	$\mathbf{O} \mathbf{O}$	000	ОС	00		
Singles							

*Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.

TREASURE STOWED) (in packs	, bags, etc.))				Γ	PROFICIENCIES		
Trade Coins	СР	SP	GP	LOCATION				light, mediun	n & heavy	armor, shield, battle axe,
	5	82						warhammer,	light cross	bow, throwing axe,
							-	Hiking/Roadr	narching,	Laborer, Phalanx Fighting
							Ľ			
G EMS:					QUIRKS &	FLAWS			Role-Play	YING NOTES:
					Miserly					
					Facial S	car				
JEWELRY:										
					TALENTS	& RACIAL A	BI	LTIES	BENEFITS:	
OTHER VALUABLES	:				Attack E	Bonus (batt	tle	e axe)		
						e Bonus (b				
					i	onus (battl				
						de (battle	a a	xe)		
						ht Vision				
LANGUAGES	м	ASTERY LI	EVEL	LITERACY LEVEL		ng throw b)01	nus vs. magic	& poison	
Dwarven		69		9						
Kalamaran		19								
						Mundan	ne	ltem Lo	cation	Mundane Item Location
						warham	۱m	ner		standard rations (1 week)
						whetsto	one	e		mess kit
]	50' hem	р	rope		6 iron spikes
Magic Items or S	Spell Cor	nponent	t(s)	Effects/N	otes	leather boots				wool blanket
						woolen trousers & tunic				light crossbow
Minor Healing F	Potion					linen undershirt				quarrel case (hunting)
Healing Potion						woolen	cl	oak		20 light bolts
Strength of Iror	n Brew					leather b	be	elt		chalk
Battle Axe +2						2 small k	be	elt pouches		
Medium Shield	+2					backpac	ck			
Plate Mail +1				wineskir	<u>n (</u>	(2 quart cap.)				
Throwing Axe +	-1					trail ratio	or	ns (3 days)		
7 Bolts +3										
L							_			
C Universal S	kille		Maste	ryt Law (nt)			8 %	Other S	kills Mastery

S $\mathbf{I}^{\mathbf{K}}$ Ι Ι $\overline{\mathbf{S}}$

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dev Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

	Maste	ry†
	7	%
	7 9 9	%
	9	%
	9	%
	8	%
x)	9	%
,	9	%
	8	%
	8	%
	8	%
	8	%
	12	%
	8	%
	8	%
	8	%
	15	%
	14	%

8 Law (Int) 10 Listening (Wis) Observation (Wis) 10 Oration (Cha) 8 8 Persuasion (Cha) 9 Pick Pocket (Dex) 8 Reading Lips (Int) 8 Recruiting (Cha) Resist Persuasion (Wis) 8 19 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 8 Scrutiny (Wis) 15 7 Seduction, Art of (Cha, Lks) 8 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 9 8 Torture (Int) 9 Tracking (Wis)

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Mastery				
13%				
29%				
12%				
%				
%				
%				
%				
%				
%				
%				
%				
%				
%				

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED	(in packs,	bags, etc.	.)				PROFIC				
TRADE COINS CP SP GP LOCATION							light,	medium	n & heavy	armor, shield, longs	word
	8						dagge	er			
G EMS:					QUIRKS 8	FLAWS			Role-Pla	YING NOTES:	
					Fear of						
					Premate	urely Gray					
JEWELRY:											
					TALENTS	& RACIAL A	BILTIES		BENEFITS:		
OTHER VALUABLES:					Turn Un	dead					
					Fast Hea	aler					
					Charm F	Resistant					
					Illusion	Resistant					
					50% cha	ance to de	tect lies	;			
LANGUAGES		ASTERY L		1		ng throw b					
Kalamaran	IVI	astery L 81	EVEL	LITERACY LEVEL 37	Attack E	Bonus, Dan	nage Bo	onus, Par	ry Bonus,	Swiftblade (longsw	ord)
						Mundan	e Item		cation	Mundane Item	Location
						dagger		20	cution	wineskin (2 quart	
						50' hem	o rope			trail rations (3 day	
						6 torche				divine icon	
Magic Items or S	pell Con	nponent	t(s)	Effects/N	otes	flint & st			· · · · · · · · · · · · · · · · · · ·	metal scroll case	
Scroll: Endure Cold, End				nmand		leather k					
Potion of Invisibility						woolen		s & tunic	· · · · · · · · · · · · · · · · · · ·		
longsword +2						linen un			·		
chainmail +2						woolen		· · · · · · · · · · · · · · · · · · ·			
medium shield +1						leather k					
						2 small b		iches			
						backpac					
							<u> </u>				·····
											· · · · · · · · · · · · · · · · · · ·
										•	
									· · · · · · · · · · · · · · · · · · ·		

S $\mathbf{I}^{\mathbf{K}}$ Τ Γ S

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†]

32 %

18 %

18

22

14

9

18

15

14 %

35 %

9 %

25 %

14 %

9 %

14 %

21

10 %

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%

%

42 Law (Int) 34 Listening (Wis) Observation (Wis) 27 Oration (Cha) 39 Persuasion (Cha) 24 9 Pick Pocket (Dex) 14 Reading Lips (Int) 15 Recruiting (Cha) Resist Persuasion (Wis) 41 9 Rope Use (Dex) Salesmanship (Int, Wis, Cha) 14 Scrutiny (Wis) 18 Seduction, Art of (Cha, Lks) 13 15 Skilled Liar (Cha) Sneaking (Dex) 9 Survival (Wis, Con) 8 14 Torture (Int) 18 Tracking (Wis)

_%	Other Skills
_%	Religion (Courts of Justice)
_%	Divine Lore
_% %	History, Ancient
_%	Riding (equine)
_%	First Aid
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	
_%	

Mastery

80 %

65 %

31 _%

25

47 %

%

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%

%

%

%

%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)							Γ	PROFICIEN	NCIES		
TRADE COINS CP SP GP LOCATION							light, m	edium & heavy	armor, shield, staff,	sling, mace	
	7	12									
G ЕМS:					QUIRKS &	FLAWS	_		BOLE-PLA	YING NOTES:	
GEMI3.					Needy	I LAWS				TING NOTES.	
					Myopia						
JEWELRY:											
					TALENTS &	& RACIAL A	BI	LTIES	B ENEFITS:	:	
OTHER VALUABLES	:				Turn Un	dead					
					Immune	to Fear			+1 bonı	ıs to allies' fear saves	(10' r)
						nus (mace	e)		<u> </u>		
					Charm R						
						de (mace) Bonus (m			<u> </u>		
LANGUAGES	M	ASTERY L	EVEL	LITERACY LEVEL	Damage	BOHUS (III	Id				
Kalamaran		67		32					<u> </u>		
					L					1	
						Mundan			Location	Mundane Item	Location
						plate ma staff		l		wineskin (2 quart	
·						6 torche				trail rations (3 days) divine icon	
Magic Items or S	pell Con	nponent	t(s)	Effects/No	otes	flint & st		el		Metal Scroll Case	
Healing Salve (9		·				leather b					
Potion of Sleep						woolen			tunic	-	
Scroll: Purify Foc	d, Thera	apeutic	Touch			linen un	d	ershirt			
Scroll: Cure Sma	ll Wound	d, Endur	e Heat,	Imperceptibility	to	woolen	cl	oak			
Undead, Pepp	er Spray	ı, Divine	Stewar	d		leather b	be	elt			
medium shield +2						2 small k	be	elt pouch	nes		
mace +2						backpac	k				
						woolen	b	lanket			
						mess kit	mess kit		-		
										-	
										.	
I						L				!	

		/
Acting (Lks, Cha)	7	%
Animal Husbandry (Wis)	13	%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	22	_%
Cartography* (Int)	8	_%
Climbing/Rappelling (Str, Dex)	-53 (7)	_%
Current Affairs (Wis)	13	_%
Diplomacy (Cha)	14	_%
Disguise (Int, Cha)	8	_%
Distraction (Cha)	14	_%
Escape Artist (Int, Dex)	7	_%
Fire-Building (Wis)	23	_%
Glean Info. (Int, Wis, Cha)	8	_%
Hiding (Int, Dex)	-33 (7)	_%
Interrogation (Wis, Cha)	13	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	12	%

Universal Skills

Mastery[†]

Law (Int)	8	_%
Listening (Wis)	-4 (16)	%
Observation (Wis)	-20	%
Oration (Cha)	14	%
Persuasion (Cha)	14	%
Pick Pocket (Dex)	-68 (7)	%
Reading Lips (Int)	8	%
Recruiting (Cha)	27	%
Resist Persuasion (Wis)	13	%
Rope Use (Dex)	7	%
Salesmanship (Int, Wis, Cha)	20	%
Scrutiny (Wis)	31	%
Seduction, Art of (Cha, Lks)	7	%
Skilled Liar (Cha)	14	%
Sneaking (Dex)	-73 (7)	%
Survival (Wis, Con)	13	%
Torture (Int)	8	%
Tracking (Wis)	13	%
+ Mastery is actual to lowest relevant ability unl	acc addition	

Mastery Religion (Church of Everlasting Hope) 72 % First Aid 53 % Cooking/Baking 42 _% Divine Lore 39 % Swimming 14 % Carpentry/Woodworking 18 _% % % % % % % %

Other Skills

%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED) (in packs,	bags, etc.))				PROFIC			
TRADE COINS CP SP GP LOCATION					light, medium & heavy armor, shield, scimitar, knife,					
	10	22					javeli	n, horseman's ma	се	
G EMS:					QUIRKS &	FLAWS		Role-PL	AYING NOTES:	
					Glutton			<u> </u>		
					Allergie	s: Pollen				
JEWELRY:										
						& RACIAL A		BENEFITS		
OTHER VALUABLES	:				Freedon	n of Actior	1		ree of any bond & immune to	spells that
					Hit Poin	t Popus		restrict/ini	hibit movement	
							nade Bo	Parry Bonus	, Swiftblade (Scimita	(r)
							lage be			
	M	ASTERY L	EVEL	LITERACY LEVEL						
Kalamaran		72		24						
						Mundan	altom	Location	Mundane Item	Location
						knife	entern	LOCATION	wineskin (2 quart	
						50' hem	o rope		trail rations (3 day	
						knife			divine icon	
Magic Items or S	Spell Con	nponent	:(s)	Effects/N	otes	leather b	poots		Quiver, javelins	
Strength of Iron	Brew					woolen	trouser	s & tunic	4 javelins	
Scimitar +2						linen un	dershir	t	horseman's mace	
Medium Shield	+2					woolen	cloak			
Scroll: Blessing,	Create W	Vater, Se	raphic V	leapon		leather b	pelt			
Robes of Storag	е					2 small k	pelt pou	uches		
Chainmail +1					backpac	k				
Wand of Mighty	Weapor	ns (48 ch	narges)							

S K I L S

	master	,
Acting (Lks, Cha)	11	_%
Animal Husbandry (Wis)	13	_%
Animal Mimicry (Wis)	13	_%
Boating (Wis)	13	_%
Cartography* (Int)	19	_%
Climbing/Rappelling (Str, Dex)	-27 (8)	_%
Current Affairs (Wis)	21	_%
Diplomacy (Cha)	12	_%
Disguise (Int, Cha)	9	_%
Distraction (Cha)	12	_%
Escape Artist (Int, Dex)	9	_%
Fire-Building (Wis)	13	_%
Glean Info. (Int, Wis, Cha)	9	_%
Hiding (Int, Dex)	-32 (8)	_%
Interrogation (Wis, Cha)	27	_%
Intimidation (Str, Cha)	12	_%
Jumping (Str)	15	%

Universal Skills

Mastery[†]

Law (Int)
Listening (Wis)
Observation (Wis)
Oration (Cha)
Persuasion (Cha)
Pick Pocket (Dex)
Reading Lips (Int)
Recruiting (Cha)
Resist Persuasion (Wis)
Rope Use (Dex)
Salesmanship (Int, Wis, Cha)
Scrutiny (Wis)
Seduction, Art of (Cha, Lks)
Skilled Liar (Cha)
Sneaking (Dex)
Survival (Wis, Con)
Torture (Int)
Tracking (Wis)
+ Mastery is equal to lowest relevant ability

Other Skills	Master	y
Religion (Face of the Free)	64	_%
Animal Training (dogs)	18	_%
First Aid	52	_%
Divine Lore	31	_%
Lock Picking	6 (31)	%
Swimming	26	%
Riding (equine)	14	%
		%
		-%
		-%
		- %
		- %
		%

* Cartography is Universal for those with the Literacy skill

43 % + Mastery is equal to lowest relevant ability unless additional BP spent

9 %

3 (13) %

<u>13</u>%

<u>12</u>%

<u>12</u>%

19 % 25 %

-52 (8) <u></u>%

19 _%

8 _%

9 _%

13 %

11 _%

12 % -42 (8) % <u>15</u>%

9 %

Chai	acter:				Clas	ss: Mage	Le	vel: <u>10</u>	Alignme	nt:		Hack	Master
Race	: Human	Sex:	Age: 3	3 Heigh	t:	Weight:	Hair:		_ Eyes:			Characka	" Barand
Patro		7					dedness: <u>Rig</u>		EXPERIEN 14,150		For Next Level: 2ND = 400 3rD = 1200 4TH = 2200 5TH = 3400	Quick Referen Observatio	n Check: 20
	7 / 60,		Mod. Attack		-4 (LBS)	(LBS)	38 lb ^{Drag} 393 (LBS)				6тн = 4850 7тн = 6600 8тн = 8700	Listening C Feat of Stre	
	14 / 06,		Mod.	- Dr		Manage Com					9тн = 11,200 10тн = 14,150	Turn Undea	ıd:
	10 / 27 ,	₆ wis	Init Mod.		ENSE D.	Mental Savi Throw Bonu			SPE	ED /	INIT	SPEED	INIT
ES	13 / 02 ,	6 DEX	INIT 0 Mod.	Attack +1 Mod.	Defense Mod.	+2 DODGE SAV	ING +1 FEAT OF NUS +1 AGILITY	+3	13	ATT	+4 +3	20 Miles +	3 +3
ABILITIES	12 _/ 09,		PHYSICAL THROW BO							+3		n/a	n/a
AB	11/13,	LKS							- HAR	/	d4p+2	2d	
	14 / 05	6 СНА	TURNING I	Mod.	Mo	drale Mod.			8' REA		TOP SAVE	REACH	TOP SAVE
	135		HON Window	Great	HC Wi	ON PENALTY ≤2. NDOW	3			'	ile for staff ense die vs. 1 attack; d	,	or light crossbow
	Honor		HONOR BO	onuses or Pena	1 mu LTIES: +1 to	lligan per sessior a die roll per ses	n ssion		EVIOUS F POINT ROI	-	Luck Points	Threshold of Pain	Accumulated Building Points
		1	CATEGORY	' of Fame:					4			16 9	
	Fame	Mora	ale: • Herc	• O Fearless	OBrave (OSteady ONe	ervous OCowai		_{dv:} thick	k rob	Armor Worn es (damage rec	duction = 1)	Fatigue Factor
Co	mbat P rofil		,		f +1		-	Sh	ield: <u>non</u>	e	(+ defense, a	absorbs hp)	-1
LEVE	ABUTTES SPE	CALLATION TALENTS	ACIAL BONN	ARMOR SHIELD	MAGIC		_	Dai	MAGE TRACKEF -2				1. Vari
+1	+2		¥.	κ	+1	Attack Bonus	TOTAL +4	н	ΙΤ Ρ ΟΙΝΤ	s: 40)		
+1	+2					Speed Initiative	+3			Poin	ITS DAYS TO HEAL	Points	Days to Heal
	+2 +1	+1	-	-1	+1	Defense Damage	+3					Wound #6	
Base	Weapon Speed:	13	Base We	eapon Damag	e:2d4p+	-3 Reach:	8'		ound #2 ound #3			Wound #7 Wound #8	
	_	+1	+2	+3	+4	+5		Wo	ound #4			Wound #9	
Atta Spee		· ·) (2x BP)) (2x BP)	O(3x BP) O(3x BP)	O (4x BP) O (4x BP)			Wo	ound #5			Wound #10	
				O (3x BP)	O (4x BP)						S		
Dam	nage O ((х ВР) С	(2x BP)	O (3x BP)	O (4x BP)	(5x BP)				C	SPELLS (MEMORIZED S		
Note	25:								CE O	Spel Ami	b. Illumination, Fire	ge Area Speed Du <i>Finner</i>	Iration Damage
								JOURNEY	_		llelight, Tireless Run		
Co	mbat P rofil		SSILE WE	APON: lig	ht cross	bow		1	0		e, Planar Servant		
	,5	CALUATION TALENTS	RACIALBONU	5				2	О	Frig	hten, Illusory Leather	Armor	
LEVE	ABUTIES SPE	COALEAN TALENTS	RACIAL	ARMOR SHIELC	MAGIC		TOTAL	3	О	Whit	e Hot Metal, Withsta	nd Fire	
+1	+2				,	Attack Bonus	+3	4	О		eble , Memory Wipe		
						Speed		5	О		rancing Lightshow,		anic
+1	+2					Initiative	+3	6	О		t Strength , Telepathi		
	-2					Damage	-2	7	0		ce Nervousness, Retai		
Base	Weapon RoF: _2	0	Base We	eapon Damag	e: 2d6p			8	0		e Grenade, Phantom		
Spec		+1	+2	+3	+4	+5		9	0		tning Bolt, Resist Fire	2	
Atta			(2x BP)	O (3x BP)	O (4x BP)	, ,		10	О		niss Enchantment		
			(2x BP)	O(3x BP)					PELL POINTS		030		
	-) (2x BP)	O (3x BP)	(4x BP)	O (5x BP)			INT TRACKER				
	Missile	Distan	. ,	Attack									
	Weapon	5 - 60		d20	р								
	Ranges	61-100		d20p	o-4								
		101-140		d20p									
		141-180		d20p	o-8			*Clerics do	not have Ap	oprentic	e or Journeyman level spel	lls nor do they employ Spel	l Points. Deal with it.

TREASURE STOWED (in packs, bags, etc.)							PROFICIENCIES				
TRADE COINS CP SP GP LOCATION							dag	gger, n	nagical transc	ription, staff, crossbow	
	3	14									
GEMS:					Quirks & Absent				Role-PL	YING NOTES:	
					Flatulen						
JEWELRY:											
						& RACIAL A			BENEFITS	,	
OTHER VALUABLES	•					Bonus vs.			DENERITS		
OTHER VALUABLES	•					nus (staff)					
						Spell Fati					
					Illusion	Resistant					
					Combat	Casting			_		
LANGUAGES	N	ASTERY L	FVFI	LITERACY LEVEL							
Kalamaran		82		51							
						Mundan	e Iten	n	Location	Mundane Item Location	
						thick rob	es			woolen trousers & tunic	
						dagger				linen undershirt	
			<i>·</i> · ·]	staff				woolen cloak	
Magic Items or S	•	mponent	:(S)	Effects/N	otes	light cro				leather belt	
Potion of Buoya			.)			quarrel o	ase (hunti	ng)	2 small belt pouches	
Wand of Summ Scroll: Enfeeble,						20 bolts				knapsack	
Scroll: Bottomless Pol				htchow		10 cand				wineskin (2 quart cap.)	
Staff +1	ucii, iidiisi	nogrity, chu	Idlicity Lig	IIISIIUW		6 torche				trail rations (3 days)	
Wand of Water (59 char					flint & st				standard rations (1 week)	
	57 Chai	<u>gcs/</u>				10 page				signal whistle	
						2 metal	scroll	cases		wool blanket	
						4 quills	ckin			chalk spall components	
						6 oz. black ink				spell components	
						brass signal mirror leather boots				-	
							,0013			·	

Acting (Lks, Cha)	11
Animal Husbandry (Wis)	21
Animal Mimicry (Wis)	9
Boating (Wis)	9
Cartography* (Int)	13
Climbing/Rappelling (Str, Dex)	5
Current Affairs (Wis)	9
Diplomacy (Cha)	13
Disguise (Int, Cha)	13
Distraction (Cha)	13
Escape Artist (Int, Dex)	11
Fire-Building (Wis)	17
Glean Info. (Int, Wis, Cha)	19
Hiding (Int, Dex)	11
Interrogation (Wis, Cha)	9
Intimidation (Str, Cha)	5
Jumping (Str)	5

Universal Skills

Mastery[†]

%

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%

%

%

Law (Int) Listening (Wis) Observation (Wis) Oration (Cha) Persuasion (Cha) Pick Pocket (Dex) Reading Lips (Int) Recruiting (Cha) Resist Persuasion (Wis) Rope Use (Dex) Salesmanship (Int, Wis, Cha) Scrutiny (Wis) Seduction, Art of (Cha, Lks) Skilled Liar (Cha) Sneaking (Dex) Survival (Wis, Con) Torture (Int) Tracking (Wis)

13 %

22 %

20 %

13 %

13 %

13 %

23 %

14 %

11 %

19 %

19 %

11 %

13

11 %

9 %

13 %

9 %

% 11

%

Other Skills	Mastery
arcane lore	<u> 50 </u> %
cooking/baking	%
reading lips	%
history, ancient	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill



TREASURE STOWED (in packs, bags, etc.)								Proficiencies				
TRADE COINS CP SP GP LOCATION							short sword, staff, dagger, short bow,					
	7	12						magical t	ranscription			
							L					
G EMS:					QUIRKS 8				Role-Pla	ying Notes:		
					Paranoi							
					Hard of	Hearing						
JEWELRY:												
						& RACIAL A	BII	LTIES	BENEFITS:			
OTHER VALUABLES	:				Less Sle							
									in natural terra	in		
					i	onus (short						
						not (short l bonus vs.						
]]	e Spell Fati	•					
LANGUAGES	М	ASTERY L	EVEL	LITERACY LEVEL		n Aiming	gu					
Elven		74		51								
Kalamaran		42								•		
						Mundan			Location	Mundane Item Location		
						thick rob				woolen cloak		
						2 short s	SW	words		leather belt		
			. ()			dagger				2 small belt pouches backpack		
Magic Items or S				Effects/N	otes	short bo						
Wand of Illumin	ation (24	4 charge	25)			quiver, h				wineskin (2 quart cap.)		
Scroll: Scorch						12 arrow				trail rations (3 days)		
Potion of Giantis						miner's l				wool blanket		
Potion of Water						<u>1 pint la</u>				2 metal scroll cases		
Wand of Summo	oning (i	4 charge	es)			flint & st				spell book		
Potion of Sleep						4 pages	Ve	ellum		spell components		
Healing Potion						4 quills						
Short Bow +2	Dali					<u>2 oz. bla</u>						
Scroll: Lightning	Bolt					leather b		poots				
								ousers & t	tunic			
						linen un	nde	ershirt				
						1						

Acting (Lks, Cha) Animal Husbandry (Wis) Animal Mimicry (Wis) Boating (Wis) Cartography* (Int) Climbing/Rappelling (Str, Dex) Current Affairs (Wis) Diplomacy (Cha) Disguise (Int, Cha) Distraction (Cha) Escape Artist (Int, Dex) Fire-Building (Wis) Glean Info. (Int, Wis, Cha) Hiding (Int, Dex) Interrogation (Wis, Cha) Intimidation (Str, Cha) Jumping (Str)

Universal Skills

Mastery[†]

9 %

15

15

15

34

7 %

15

9

9 %

9

11 %

24 %

9 %

19 %

9 %

7 %

15 %

%

%

%

%

%

%

%

Law (Int)	16	_%
Listening (Wis)	7	_%
Observation (Wis)	20	_%
Oration (Cha)	9	_%
Persuasion (Cha)	9	_%
Pick Pocket (Dex)	11	_%
Reading Lips (Int)	16	_%
Recruiting (Cha)	9	_%
Resist Persuasion (Wis)	22	_%
Rope Use (Dex)	11	_%
Salesmanship (Int, Wis, Cha)	27	_%
Scrutiny (Wis)	20	_%
Seduction, Art of (Cha, Lks)	9	_%
Skilled Liar (Cha)	9	_%
Sneaking (Dex)	16	_%
Survival (Wis, Con)	5	_%
Torture (Int)	16	_%
Tracking (Wis)	15	_%

Other Skills	Mastery
arcane lore	<u> 70 </u> %
history, ancient	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

			Class: Thief Level: 10			HackMaster Character Record
Patr	on God(s):		(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	Experience 14,150	For Next Level: 2ND = 400 3RD = 1200 4TH = 2200	Quick References
	12 / 75 <u>%</u> 15 / 54 %]	DMG. +1 FEAT OF STR. +1 LIFT (LBS) 220 lb CARRY (LBS) 61 lb DRAG (LBS) 550 lb ATTACK MOD. +2		5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700 9TH = 11,200 10TH = 14,150	Observation Check: 27 Listening Check: 48 Feat of Strength: d20p+1 Turn Undead:
	<u>10 / 30 %</u>		INIT +2 DEFENSE 0 MENTAL SAVING MOD. MOD. THROW BONUS INIT _2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +0	SPEED	INIT -3	SPEED INIT 6 100 -3
ABILITIES	16 / 17 _% 8 / 31 _%		INIT -2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +9 MOD. -1 THROW BONUS -1	+10	+10	+7* 4
A	11 / 76 %	LKS		21/1	2d8p+4 4	2d4p+4 5 4

REACH dagger +2 (roll d20-4 for DEF)



TOP

silvered mace+dagger

INIT

n/a

TOP

V

-3

Previous Hit Point Roll 5	Luck Points 30	Threshold of Pain 19	Accumulated Building Points 3
Body: leather + Shield:	Armor Worn -2 (damage rec (+ defense, a		Fatigue Factor
DAMAGE TRACKER -2	-1		

HIT POINTS: 46

31/2'

REACH

SPEED

12

longsword+dagger

THE

n/a

REACH

short bow

+7

2d6p

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: short bow

			ATION	0	ONUS				
LEVEL	ABILITIES	SPECIALI	AT TALENTS	RACIAL	ARMOR	SHIELD	MAGIC		TOTAL
+2	+5							Attack Bonus	+7
								Rate of Fire	0
-3	0							Initiative	-3
	+1*							Damage	0
Base V	Veapon R	oF: 12		Base	Weapon	Damage	2d6p		
Base Weapon RoF:			P) C	+2 (2x BP) (2x BP) (2x BP) (2x BP)	(3) (3)	s x BP) x BP)	+4 O (4x BP) O (4x BP) O (4x BP)	O (5x	BP)

	15 / 54%	INT	ATTACK +2 Mod.
	10 / 30 %	WIS	INIT +2 DEFENSE 0 MENTAL SAVING Mod. Mod. Throw Bonus
ES	16 / 17 %	DEX	INIT -2 ATTACK +3 DEFENSE +4 DODGE SAVING +2 FEAT OF +9 MOD. +1 MOD. +4 THROW BONUS +2 AGILITY
ABILITIES	8 / 31 %	CON	Physical Saving -1 Throw Bonus
AB	11 / 76 %	LKS	
	12 / 47 %	СНА	TURNING MOD. n/a MORALE MOD. +1
	123		HON Great HON PENALTY ≤23
	Honor		1 mulligan per session HONOR BONUSES OR PENALTIES: +1 to a die roll per session
			CATEGORY OF FAME:
	Fame	Moral	e: Hero OFearless OBrave OSteady ONervous OCowardly
Co			EE WEAPON #1: longsword +2 (+ dagger +2)
	6	TATION 5	80 ¹⁰⁵

Сомі	COMBAT PROFILE WITH MELEE WEAPON #1: longsword +2 (+ dagger +2)												
	Level Rentifies Securitization Theorem Rentification Security Secu												
LEVEL	ABILITIES	SPECIALIA	AL TALENTS	RACIAL	ARMOR	SHIFLD	MAGIC		TOTAL				
+2	+5	+1					+2	Attack Bonus	+10				
		-2	-1					Speed	-2				
-3	0							Initiative	-3				
	+4	+2 (+2)	+1 (+1)		0			Defense	+10				
	+1	+1					+2	Damage	+4				
Base W	/eapon S	peed:1	0	Base	Weapon	Damage	e: 2d8	D Reach:	31/2'				
Special	ization	+1		+2	+3	}	+4	+5					
Attack		🕒 (x BF	e) C) (2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
Speed		(x BF		(2x BP)	O (3	x BP)	O (4x BP)	O (5x BP)					
Defens		(x BF		(2x BP)	~	x BP)	O (4x BP)						
Damag		• (x BF			Ō (3		O (4x BP)	<u> </u>					
Notes:	2 weap	on style,	seconda	ry defen	ise								



Missile Weapor Ranges

	Distance (ft)	Attack Die
n	5 - 50	d20p
	51-80	d20p-4
	81-120	d20p-6
	121-150	d20p-8

TREASURE STOWE	, bags, etc.)				PROFICIENCIES							
Trade Coins	СР	SP	GP	LOCATION			light armor, dagger, knife (melee), longsword, crossbow,					bow,
	7	58	27					short bow, m	ace			
L						r						
GEMS: 100 sp, 1	50 sp					QUIRKS & FLAWS						
						Greedy						
JEWELRY:						Colorblind						
JEWELRY.									_			
						TALENTS & RACIAL				EFITS:		
OTHER VALUABLE	s:					Parry Bonus (lor Initiative Bonus						
										iking from behind)		
										e on natural 18-19)		
						Backstab (dama		 				
						Swiftblade (long	-					
	M	ASTERY LEVI	EL L		ERY		-					
Kalamaran		70		25	-							
	<u> </u>				-							
	<u> </u>				-							
	<u> </u>				-	Mundane Item		Location	Enc.	Mundane Item Loc	ation	Enc.
					-	silvered dagger				2 small belt pouches		
Magic Items or Sp	oell Comp	onent(s)		Effects/Notes		knife	fe			knapsack		
	•					thieves' tools				wineskin (2 quart cap.)		
Potion of Sleep)					50' silk rope				trail rations (3 days)		
Wand of Flowe	ers (27 ch	arges)				6 torches				sheet of vellum		
Potion of Heali	ing					flint & steel quill				quill	ill	
Longsword +2						2 large canvas sacks				<u>1 oz. ink</u>		
Linens of Heali	ing					leather boots				short bow		
Dagger +2						woolen trousers & tunic				war quiver		
Leather Armor	+2					linen undershirt	t			16 arrows		
						woolen cloak				4 silvered arrows		
						leather belt				silvered mace		
S Universal	Skills		Master	vt La	aW (Int)			15_%	Ot	her Skills	Maste	ery
Acting (Lks,	Cha)		19	_% Li	stenin	g (Wis)		48 %		sarm trap		_%
Animal Hus		Vis)	9	_′° I	bserva ration	ation (Wis) (Cha)		<u>27</u> % 12%		ambling	21	%
Boating (Wi	s)		9	_% P	ersuas	ion (Cha)		12 %		ck picking		%
L Cartograph		(Str Dov)	<u>17</u> 48			ket (Dex) J Lips (Int)		<u>22</u> % 15%		trap	58	%
Climbing/Rappelling (Str, Dex) 40 % Reading						ng (Cha)		<u>12</u> %		opraisal (gems & jewlery)	2824	%

/ tetting (Lio, end)
Animal Husbandry (Wis)
Animal Mimicry (Wis)
Boating (Wis)
Cartography* (Int)
Climbing/Rappelling (Str, Dex)
Current Affairs (Wis)
Diplomacy (Cha)
Disguise (Int, Cha)
Distraction (Cha)
Escape Artist (Int, Dex)
Fire-Building (Wis)
Glean Info. (Int, Wis, Cha)
Hiding (Int, Dex)
Interrogation (Wis, Cha)
Intimidation (Str, Cha)
Jumping (Str)

Ма	ste	r y †	
-	19	_%	
	9		
	9 9 9	_%	
	17	_%	
4	18		
	9	%	
	12	_%	
	25	%	
	12	%	
	23	_%	
	9	%	
	9	%	
6	53	_%	
	9	_%	
	12	%	
	12	%	

Law (Int)	15	_%
Listening (Wis)	48	_%
Observation (Wis)	27	_%
Oration (Cha)	12	_%
Persuasion (Cha)	12	_%
Pick Pocket (Dex)	22	_%
Reading Lips (Int)	15	_%
Recruiting (Cha)	12	_%
Resist Persuasion (Wis)	17	_%
Rope Use (Dex)	28	_%
Salesmanship (Int, Wis, Cha)	18	_%
Scrutiny (Wis)	16	_%
Seduction, Art of (Cha, Lks)	18	_%
Skilled Liar (Cha)	12	_%
Sneaking (Dex)	70	_%
Survival (Wis, Con)	9	_%
Torture (Int)	15	_%
Tracking (Wis)	9	_%
† Mastery is equal to lowest relevant ability un	less additic	nal BP spent

Other Skills	Mastery
disarm trap	%
gambling	%
lock picking	%
ID trap	%
appraisal (gems & jewlery)	%
appraisal (artwork)	%
appraisal (textiles)	%
swimming	9_%
riding (equine)	
	%
	%
	%
	%

Character:	Class: Thief Level: 10	_ Alignment: _		HackMaster
	Age: 35 Height: Weight: Hair:	_ Eyes:		Character Record
Patron God(s):	(Anointed? Y 🗆 N 🗅) Handedness: <u>Righty</u>	EXPERIENCE	FOR NEXT LEVEL:	
8 / 53% STR	DMG1 FEAT -3 LIFT 173 Ib CARRY 40 Ib DRAG 433 Ib MOD0 F STR3 (LBS) 173 Ib (LBS) 40 Ib (LBS) 433 Ib	14,150	2nd = 400 3rd = 1200 4TH = 2200 5TH = 3400 6TH = 4850 7TH = 6600 8TH = 8700	Quick References Observation Check: 73 Listening Check: 61 Feat of Strength: d20p-3
12 / 60 _% INT	Mod.		9тн = 11,200 10тн = 14,150	Turn Undead:
13 / 10 _% WIS	INIT +1 DEFENSE +1 MENTAL SAVING +1 Mod. Mod. Throw Bonus	SPEED	INIT	SPEED OF INIT

	13 / 10 %	WIS	INIT +1 DEFENSE +1 MENTAL SAVING +1 Mod. Mod. Throw Bonus									
ES	15 / 05 %	DEX	INIT -1 ATTACK +2 DEFENSE +2 DODGE SAVING +2 FEAT OF +7 MOD. +1 MOD. +2 AGUILTY +7									
ABILITIES	14 / 30 $_{\%}$	CON	Physical Saving +1 Throw Bonus									
AE	10 / 89 $_{\%}$	LKS										
	11/11%	СНА	TURNING MOD. n/a MORALE MOD. +1									
	126		HON Great HON PENALTY ≤23									
	Honor		1 mulligan per session Honor Bonuses or Penalties: +1 to a die roll per session									
			Category of Fame:									
	Fame	Moral	Morale: Hero OFearless OBrave OSteady ONervous OCowardly									

COMBAT PROFILE WITH MELEE WEAPON #1: dagger+2 w/ dagger+1											
LEVEL	ABILITIES	Specialit	ATION TALENTS	PACIAL BC	ARMOR	SHIFLD	WAGIC		Total		
+2	+3	+1					+2	Attack Bonus	+8		
		-2	-1					Speed	-3		
-3	0							Initiative	-3		
	+3	+2 (+2)	+1 (+1)	+4	-2			Defense	+11		
	-1	+2	+1				+2	Damage	+4		
Base W	/eapon S	peed:7	7	Base	Weapon	Damage	e: 2d4	• Reach:	1′		
Specialization+1Attack● (x BP)Speed● (x BP)Defense● (x BP)		P) P)	+2 (2x BP) (2x BP) (2x BP) (2x BP)	$ \begin{array}{c} +3 \\ O(3) \\ O(3) \\ O(3) \\ O(3) \\ O(3) \end{array} $	x BP) x BP) x BP)	$\bigcirc +4$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$ $\bigcirc (4x BP)$	○ (5x BP) ○ (5x BP)				
Notes:	Notes: 2 weapon style, secondary defense										



	Distance (ft)	Attack Die
n	5 - 20	d20p
	21-30	d20p-4
	31-40	d20p-6
	41-50	d20p-8





REACH

TOP

INIT

TOP

throwing knife +2

REACH

Previous Hit Point Roll 3	Luck Points 30	Threshold of Pain	Accumulated Building Points
Body: leather Shield:		duction = $\frac{2}{hp}$	Fatigue Factor
DAMAGE TRACKER -2			1 Ver

HIT POINTS: 44

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

COMBAT PROFILE WITH MISSILE WEAPON: throwing knife



TREASURE STOWED (in packs, bags, etc.)								PROFICIENCIES						
Trade Coins	СР	SP	GP	LOCATION				light armor, d	lagge	r, knife (melee & th	rowing),			
	7	25						short sword,	shield	ls				
G ЕМS:						QUIRKS & FLAWS								
						Quick Tempered								
						Pocking								
JEWELRY:														
						TALENTS & RACIAL				EFITS:				
Other Valuables:						Damage Bonus,								
OTHER VALUABLES	•									nless using shield th				
										iking from behind)				
								 		e on natural 18-19)			
						Backstab (dama Halflings gain +	-	-						
LANGUAGES	MA	STERY LEVE	a Lr	TERACY MAST	ERY		50							
Kalamaran		75		28	_									
					_									
					_									
					_	Mundane Item		Location	Enc.	Mundane Item	Location		Enc.	
					_	leather armor		Location	ENC.	wineskin (2 quar			ENC.	
						3 throwing knives trail rations (3 days)								
Magic Items or Sp	ell Compo	onent(s)	E	ffects/Notes		thieves' tools	es				y 5/			
silvered dagger	+2					<u>30' hemp rope</u> 6 candles								
dagger +1						flint & steel								
throwing knife														
minor healing p						2 pieces of chalk								
healing potion						leather boots								
potion of mind						woolen trousers & tunic								
potion of water		ng												
robes of storage	e					woolen cloak								
						leather belt								
						L				Į				
S Universal S			Mastery		aw (Int)			<u>12</u> % <u>61</u> %		her Skills	Ν	/laste	•	
S Universal S Acting (Lks, C Animal Hus		/is)			istenin bserva	ig (Wis) ation (Wis)		<u> </u>		trap		58		
I Animal Mim	icry (Wis)	,	17	% C	ration	(Cha)		10 %		sarm trap ck picking		43 45	_% %	
L Boating (Wis) T Cartography				-/ -		ion (Cha) :ket (Dex)		<u>10</u> % 42%		Idling		22		
Climbing/Ra	ppelling	(Str, Dex)	35	% R	eading	g Lips (Int)		12 %		st talking		18		
S Current Affa Diplomacy (ng (Cha) ersuasion (Wis)		<u>10</u> % <u>12</u> %		rgery		19		
Dipiomacy ((Cha)		10	_70 K	esist P	ersudsion (Wis)		<u> 12 </u> %0						

Current A Diplomac Disguise S Distractio Escape A

Acting (Lks, Cha)	10	_%
Animal Husbandry (Wis)	12	_%
Animal Mimicry (Wis)	17	_%
Boating (Wis)	12	%
Cartography* (Int)	12	_%
Climbing/Rappelling (Str, Dex)	35	_%
Current Affairs (Wis)	19	%
Diplomacy (Cha)	10	_%
Disguise (Int, Cha)	10	_%
Distraction (Cha)	10	%
Escape Artist (Int, Dex)	32	_%
Fire-Building (Wis)	12	_%
Glean Info. (Int, Wis, Cha)	28	%
Hiding (Int, Dex)	60	%
Interrogation (Wis, Cha)	10	%
Intimidation (Str, Cha)	6	%
Jumping (Str)	6	_%

Listening (Wis)	61	_%	
Observation (Wis)	73	_%	
Oration (Cha)	10	_%	
Persuasion (Cha)	10	_%	
Pick Pocket (Dex)	42	_%	
Reading Lips (Int)	12	_%	
Recruiting (Cha)	10	_%	
Resist Persuasion (Wis)	12	_%	
Rope Use (Dex)	14	_%	
Salesmanship (Int, Wis, Cha)	10	_%	
Scrutiny (Wis)	38	_%	
Seduction, Art of (Cha, Lks)	10	_%	
Skilled Liar (Cha)	10	_%	
Sneaking (Dex)	85	_%	
Survival (Wis, Con)	12	_%	
Torture (Int)	12	_%	
Tracking (Wis)	12	_%	
† Mastery is equal to lowest relevant ability unless additional BP			

CKING (Wis) <u>12</u> %	
stery is equal to lowest relevant ability unless additional BP spent	:

ID trap	58	_%
disarm trap	43	_%
lock picking	45	_%
riddling	22	_%
fast talking	18	_%
forgery	19	_%
swimming	13	_%
cooking/baking	43	_%
mathematics	19	_%
appraisal (sundries)	18	_%
appraisal (spices & perfumes)	19	_%
		_%
		_%