

CHARACTER RECORD SHEET T-6.1

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____
 Profession: _____
 Training Packages: _____
 Realm of Power: _____

Armor Type: _____
 Weight Penalty: _____
 Base Movement Rate: _____
 Moving Maneuver Penalty: _____
 Missile Penalty: _____

Quickness Bonus (3 x Qu): _____
 Armor Quickness Penalty: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Special: _____
 Total Normal DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	_____	_____	<input type="checkbox"/>
Memory	_____	_____	_____	_____	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	_____	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	_____	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	_____	_____	<input type="checkbox"/>
Presence	_____	_____	_____	_____	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	_____	_____	<input type="checkbox"/>

Rune

Rune

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Channeling	_____	(3 x In)	_____
Essence	_____	(3 x Em)	_____
Mentalism	_____	(3 x Pr)	_____
Poison/Disease	_____	(3 x Co)	_____
Fear	_____	(3 x SD)	_____
_____	_____	()	_____
_____	_____	()	_____
_____	_____	()	_____
_____	_____	()	_____

RACE/STAT FIXED INFO:
 Soul Departure: _____ rounds
 Recovery Multiplier: x _____
 Body Development Progression: _____
 PP Development Progression: _____

ROLE TRAITS: Appearance: _____
 Demeanor: _____
 Apparent Age: _____ Actual Age: _____
 Gender: _____ Skin: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivation: _____
 Alignment: _____

BACKGROUND INFORMATION:
 Nationality: _____
 Home Town/City: _____
 Deity: _____
 Patron/Lord: _____
 Parents: _____
 Spouse: _____
 Children: _____
 Other: _____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	Fumble	Range	Modifications
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits (Maximum): _____
 Recover: 1 per 3 hr. (active)
 _____ (Co bonus ÷ 2)
 per hr. (resting)
 _____ (Co bonus x 2)
 per 3 hr. (sleeping)
 Maximum = 10 + Body Dev. Skill Bonus

Miscellaneous Information: _____

Power Points (Max.): _____
 Recover: 1 per 3 hr. (active)
 _____ (realm stat bonus ÷ 2)
 per hr. (resting)
 _____ (maximum PPs ÷ 2)
 per 3 hr. (sleeping)
 Maximum = Power Point Dev. Skill Bonus

SKILL CATEGORY RECORD SHEET T-6.2

Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses					Total
					Rank	Stat	Prof.	Special	Special	
Armor • Heavy	St/Ag/St			000						
Armor • Light	Ag/St/Ag			000						
Armor • Medium	St/Ag/St			000						
Artistic • Active	Pr/Em/Ag			000						
Artistic • Passive	Em/In/Pr			000						
Athletic • Brawn	St/Co/Ag			000						
Athletic • Endurance	Co/Ag/St			000						
Athletic • Gymnastics	Ag/Qu/Ag			000						
Awareness • Perceptions	In/SD/In		na	‡	0					
Awareness • Searching	In/Re/SD			000						
Awareness • Senses	In/SD/In			000						
Body Development	Co/SD/Co		na	†	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	*	0					
Communications	Re/Me/Em			000						
Crafts	Ag/Me/SD		na	*	0					
Directed Spells	Ag/SD/Ag			000						
Influence	Pr/Em/In			000						
Lore • General	Me/Re/Me			000						
Lore • Magical	Me/Re/Me			000						
Lore • Obscure	Me/Re/Me			000						
Lore • Technical	Me/Re/Me			000						
Martial Arts • Striking	St/Ag/St			000						
Outdoor • Animal	Em/Ag/Em			000						
Outdoor • Environmental	SD/In/Me			000						
Power Awareness	Em/In/Pr			000						
Power Point Development			na	†	0					
Science/Analytic • Basic	Re/Me/Re			000						
Science/Analytic • Specialized	Re/Me/Re		na	*	0					
Self Control	SD/Pr/SD			000						
Spells •										
Own Realm Closed Lists			na	‡	0					
Own Realm Open Lists			na	‡	0					
Own Realm Own Base Lists			na	‡	0					
Subterfuge • Attack	Ag/SD/In			000						
Subterfuge • Mechanics	In/Ag/Re			000						
Subterfuge • Stealth	Ag/SD/In			000						
Technical/Trade • General	Re/Me/SD			000						
Technical/Trade • Professional	Re/Me/In		na	*	0					
Technical/Trade • Vocational	Me/In/Re		na	*	0					
Urban	In/Pr/Re			000						
Weapon • 1-H Concussion	St/Ag/St			000						
Weapon • 1-H Edged	St/Ag/St			000						
Weapon • 2-Handed	St/Ag/St			000						
Weapon • Missile	Ag/St/Ag			000						
Weapon • Missile Artillery	In/Ag/Re			000						
Weapon • Pole Arms	St/Ag/St			000						
Weapon • Thrown	Ag/St/Ag			000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						
				000						

Rank Bonus Progression — no symbol: Standard Progression (“-15+2+1+0.5+0” for category ranks, “-15+3+2+1+0.5” for skill ranks) — †: See Table T-1.1
 *: Combined Progression (“0+0+0+0” for category ranks, “-15+5+3+1.5+0.5” for skill ranks) — ‡: “0+0+0+0” for category ranks and “0+1+1+0.5+0” for skill ranks.

EXPERIENCE POINT LOG T-6.5

Player: _____
 Character (Level): _____
 Session Ending: _____

GM Use Only
 Notes: _____

MANUEVERS

Difficulty	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheet Folly						
Absurd						

Maneuver EP Key

1. Keep a tally of how many of each type of maneuver was performed.
2. The Danger Rating refers to the situation in which the maneuver was performed (not the danger of the maneuver itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the maneuver (Defeat). Use the Unknown column if the danger rating is not known.

Spell EP Key

1. Keep a tally of how many of each level spell is cast. Use the "Other" row for spells above 10th level (recording the level of the spell).
2. The Danger Rating refers to the situation in which the sl was cast (not the danger of the spell itself). The ratings are: Spell caster is in no danger (None), Spell caster is in some danger (Some), Spell caster is in danger (Danger), Spell caster is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the spell (Defeat). Use the Unknown column if the danger rating is not known.

SPELL CASTING

Spell	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
1st Level						
2nd Level						
3rd Level						
4th Level						
5th Level						
6th Level						
7th Level						
8th Level						
9th Level						
10th Level						
Other Level						

COMBAT: CONCUSSION HITS

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>

Combat EP Key

1. Keep a tally of how many concussion hits given and taken in each combat.
2. If knocked out during the battle, check the "Character KOd" box. If foe is knocked out from the blow, check the "Foe KOd" box.
3. Keep a tally of the number of criticals you give to foes. When delivering a Large or Super-Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super-Large criticals (SLarge).

COMBAT: CRITICALS

Severity	----- Condition -----							
	Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

TRAVEL (IN MILES)

Normal:
 Dangerous:
 Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

IDEAS AND OTHER INTERESTING THINGS

SESSION LOG T-6.6

GM: _____
 Session Ending: _____
 Location: _____

Total Time in Session: _____
 Next Session Date: _____
 Next Session Location: _____

PLAYER CHARACTERS PRESENT

Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____

NPC ALLIES PRESENT

Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____

NPC ENEMIES ENCOUNTERED

Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____

ADVENTURE LOCALE

GM's Notes:

Information Gained by the Player:

ADVENTURE NOTES

GM's Notes:

Information Gained by the Player:

OTHER NOTES