_____		_____		_____
Character Name		Race		Class

Arms	Action: [ ]	Melee: [ ]	Attributes	2d6
	Armor: [ ]	Missile: [ ]	Might	
Cost: _____	Bend: [ ]	Parry: [ ]	Fury	
	Berserk: [ ]	Riding: [ ]	Bloodlust	
Level(+1):	Bravery: [ ]	Shield: [ ]	Powers	
	Crash: [ ]	Tactics: [ ]	Arcane	
_____	Dodge [ ]	Taunt: [ ]	Tenacity	

Magic	Abjuration: [ ]	Ley Lines: [ ]	Statistics	
	Alchemy: [ ]	Necromancy: [ ]	BMF	
Cost: _____	Conjuration: [ ]	Portals: [ ]	Hit Points	
	Divination: [ ]	Ritual: [ ]	Action Points	
Level(+1):	Enchantment: [ ]	Tattoo: [ ]	Mana	
	Evocation: [ ]	Transmutation: [ ]	Sanity	
_____	Illusion: [ ]	Wands [ ]	Wisdom	

Adventure	Appraisal: [ ]	Domination: [ ]	Race & Class	
	Carousing: [ ]	Flying: [ ]	Faction	
Cost: _____	Caving: [ ]	Lore: [ ]	Size	
	Climb: [ ]	Naval: [ ]	Reach	
Level(+1):	Crafting: [ ]	Perception: [ ]	Movement	
	Detect Trap: [ ]	Survival: [ ]	Soul	
_____	Disarm Trap: [ ]	Writing: [ ]	Enemy	

Weapons		Armor		Gear
Hit Points	Weapon (damage)	Hit Points	Armor type	

Notes:

Character Name		Race	Class

Backup Weapons | ## Additional Armor | ## More Gear

Hit Points	Weapon	Hit Points	Armor type	

Loots:

Kill Table | Enemies, Nemesis

Kill Table	Enemies, Nemesis