



Character Name	Social Class	Level
Nationality	Vocation	

ATTRIBUTES									BODY				
Physical	ATT	AR	SC%	Mental	ATT	AR	SC%	Social			ATT	AR	SC%
STR			%	INT			%	APP			%	FT	
CON			%	WIS			%	BV			%	AP	
AGIL			%	DISC			%	PTY			%	ML	

SKILLS AND SPELLS			BONUSES				SKILL TYPE
SKILL	LEVEL	BCS	ATT	LEVEL	PSF	TSC	
Language – Own()							

WEAPON						
LENGTH						
WEIGHT						
DAMAGE						
CRIT MOD						
BLOWS						
SKILL USED						

MISSILE WEAPON	SHOTS/ROUND				
	SR	MR	LR	ER	MAXR
TSC MOD					
CRIT +					
RANGE IN FEET					
BASE DAMAGE					

MISSILE WEAPON	SHOTS/ROUND				
	SR	MR	LR	ER	MAXR
TSC MOD					
CRIT +					
RANGE IN FEET					
BASE DAMAGE					

Armour Worn	Absorbs -
--------------------	------------------

EQUIPMENT					
ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT