

New Player Character Sheet v11.0

<b>Name:</b>	<b>DOB:</b>
<b>Address:</b>	<b>Phone:</b>
	<b>Email:</b>
<b>How did you hear about us:</b>	

<b>Race:</b>	
Barbarian	Orc
Biata	Hobling
Drea	Human
Dwarf	Mystic Wood Elf
Elf	Sarr
Gadabari	Scavenger
Half Ogre	Other

<b>Character Build:</b>

<b>Build Spent:</b>

<b>Armor Points:</b>	<b>Primary Magic School</b>	
	Earth	
	Celestial	

<b>Weapons and Armor</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>
Archery	6	10	15	12
One hand Blunt	3	4	8	5
One Hand Edged	5	5	10	7
Polearm	8	10	12	10
Shield	5	10	15	7
Small Weapon	2	2	2	2
Staff	4	4	4	4
Thrown Weapon	4	4	4	4
Two Handed Blunt	6	12	16	8
Two Handed Edged	8	12	16	12
Florentine	6	6	12	8
Style Master	8	10	14	10
Two Weapons	2	4	4	4
Weapon Master	15	18	20	18
OH Weapon Master	8	10	14	10
TH Weapon Master	12	14	18	14
Dexterity Armor	3	3	3	3
Wear Extra Armor	3	3	4	3

<b>Fighting Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Spent</b>
Critical Attack	3	4	6	3	
Weapon Proficiency	3	4	6	6	
Critical Slay / Parry	10	15	20	13	
Master Critical Attack	3	4	6	4	
Master Proficiency	5	8	10	6	
Master Critical Slay / Pa	13	18	25	15	
One Hand Block	0	0	0	0	
Stop Thrust	0	0	0	0	
Stop Trust (Additional)	2	2	2	2	

<b>Stealth Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Spent</b>
Waylay	6	3	6	6	
Waylay Additional	6	3	6	6	
Back Attack	6	3	6	6	
Back Stab	6	3	6	6	
Assinate / Dodge	20	10	20	20	

<b>Trades and Crafts</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>
Alchemy	6	3	4	5
Craftsman	3	3	3	3
Create Potion	6	5	3	4
Create Scroll	6	5	3	4
Create Trap	6	3	4	5
Disarm / Arm Trap	9	3	6	9
Evaluate Item	6	3	6	6
Herbal Lore	6	3	4	5
Pick Locks	9	3	9	9
Armor / Weapon Smithing	3	4	4	4

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<u>Magic Skills</u>	F	R	S	T
Read / Write	6	6	3	3
Read Magic	8	6	4	4
First Aid	4	3	2	2
Healing Arts	4	3	2	2
Manifold	9	6	3	4
Prepare Hearth	6	4	2	3

<u>Primary School Magic</u>	F	R	S	T
Level 1 Spell Slot	3	2	1	1
Level 2 Spell Slot	3	2	1	1
Level 3 Spell Slot	6	4	2	2
Level 4 Spell Slot	6	4	2	3
Level 5 Spell Slot	9	6	3	3
Level 6 Spell Slot	12	8	3	4
Level 7 Spell Slot	12	8	4	5
Level 8 Spell Slot	12	8	4	5
Level 9 Spell Slot	12	10	5	6
Formal Magic	12	8	4	6

<u>Second School Magic</u>	F	R	S	T
Level 1 Spell Slot	6	4	2	2
Level 2 Spell Slot	6	4	2	2
Level 3 Spell Slot	12	8	4	4
Level 4 Spell Slot	12	8	4	6
Level 5 Spell Slot	18	12	6	6
Level 6 Spell Slot	18	12	6	8
Level 7 Spell Slot	24	16	8	10
Level 8 Spell Slot	24	16	8	10
Level 9 Spell Slot	30	20	10	12
Formal Magic	24	16	8	10

Racial Traits and Features

<u>Race</u>	<u>Trait</u>	<u>Feature</u>
Barbarian	Strong, wild	2H Weapon Mastery
Biata	Willful, Telepathic	Mentalist
Drea	Fast, Willful	Crossbow Mastery
Wild Elf	Wild, Fast	Bow Mastery
Dwarf	Tough, Tradesman	Hammer Mastery
Mystic Wood Elf	Willful, Tradesman	Break Charm
Elf	Fast, Willful	Bow Mastery
Stone Elf	Willful, Telepathic	Mentalist

<u>Race</u>	<u>Trait</u>	<u>Feature</u>
Gadabari	Survivor, Tradesman	Gadabari Hex, Dagger Mastery
Half Ogre	Strong, Tough	2 H Weapon Mastery
Half Orc	Strong, Wild	Axe Mastery
Hobling	Fast, Tough	Short Weapon Mastery
Human	Any One	None
Sarr	Fast, Survivor	Claw Mastery
Scavenger	Tough, Survivor	Claw Mastery

<u>Racial Skills:</u>	Skill Name	Cost: / wo	with	Spent
Strong	Mighty Slay			
Strong	Strong Arm			
Strong	Rip from Bind			
Fast	Light Touch			
Fast	Dodge			
Fast	Sneak Attack			
Tradesman	Merchant			
Tradesman	Harvester			
Tradesman	Prod. Master			
Tough	Resist Poison			
Tough	Resist Physical			
Tough	Toughness			

<u>Racial Skills:</u>	Skill Name	Cost: with / wo	Spent
Wild	Detect Magic		
Wild	Dispel Magic		
Wild	Battle Rage		
Willful	Resist Sleep		
Willful	Resist Charm		
Willful	Remove Fear		
Telepathic	Awaken		
Telepathic	Calm		
Telepathic	Break Charm		
Survivor	Detect Posion		
Survivor	Will to Live		
Survivor	Ready Armor		