

RACE

NAME	AGE	GENDER	HEIGHT	WEIGHT
RACE	CULTURE	SIZE	VISION	
LANGUAGES				
OTHER				

SKILLS

WEAPON SKILLS

DAGGER	MARTIAL	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
CLOCKBOW	PROJECTILE	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
PISTOL	PROJECTILE	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
SABER	MARTIAL	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
WHIP	MARTIAL	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
AXE	MARTIAL	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
DRAGONGUN	SCIENTIFIC	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
STEAMBOW	PROJECTILE	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
SWORD	MARTIAL	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
UNARMED	MARTIAL	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
BLUNDERBUSS	PROJECTILE	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
FLAIL	MARTIAL	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
GAUNTLET	MAR. & SCI.	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
HAMMER	MARTIAL	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
REPEATER	PROJECTILE	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
GRENADE	SCIENTIFIC	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
GUNBLADE	MAR. & PROJ.	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
MUSKET	PROJECTILE	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
POLEARM	MARTIAL	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
SCEPTER	MARTIAL	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
CENSER	OCCULT	_____	=	RANK _____	+	ENE _____	-	☹	-	☹☹
RELIC	OCCULT	_____	=	RANK _____	+	ENE _____	-	☹	-	☹☹
STAFF	ARCANE	_____	=	RANK _____	+	LOG _____	-	☹	-	☹☹
WAND	ARCANE	_____	=	RANK _____	+	LOG _____	-	☹	-	☹☹
SCROLL	DIVINE	_____	=	RANK _____	+	SPI _____	-	☹	-	☹☹
TOME	DIVINE	_____	=	RANK _____	+	SPI _____	-	☹	-	☹☹

UTILITY SKILLS

STEALTH	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
THIEVERY	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
TRAPS	_____	=	RANK _____	+	AIR _____	-	☹	-	☹☹
BREAK	_____	=	RANK _____	+	FIR _____	-	☹	+	☹☹
JUMP	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
SPRINT	_____	=	RANK _____	+	FIR _____	-	☹	-	☹☹
CLIMB	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
HEAVE	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
REPAIR	_____	=	RANK _____	+	EAR _____	-	☹	-	☹☹
NAVIGATE	_____	=	RANK _____	+	WAT _____	-	NONE		
RIDE	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
SWIM	_____	=	RANK _____	+	WAT _____	-	☹	-	☹☹
CONVINCE	_____	=	RANK _____	+	ENE _____	-	NONE		
MERCANTILE	_____	=	RANK _____	+	ENE _____	-	NONE		
SEARCH	_____	=	RANK _____	+	ENE _____	-	NONE		
LORE	_____	=	RANK _____	+	LOG _____	-	NONE		
MEDICINE	_____	=	RANK _____	+	LOG _____	-	NONE		
PILOT	_____	=	RANK _____	+	LOG _____	-	NONE		
CHARISMA	_____	=	RANK _____	+	SPI _____	-	NONE		
HANDLE	_____	=	RANK _____	+	SPI _____	-	NONE		
PERFORM	_____	=	RANK _____	+	SPI _____	-	NONE		

CLASS

RANKS GAINED AT LEVEL UP

BASE CLASS	LEVEL	VITAL*	PASSIVE*	SKILL*	TALENT	ABILITY
ADVANCED CLASS	LEVEL	VITAL*	PASSIVE*	SKILL*	TALENT	ABILITY
FACTION CLASS	LEVEL	VITAL*	PASSIVE*	SKILL*	TALENT	ABILITY
TOTAL LEVEL _____		* MAXIMUM RANK [LEVEL / 3] _____				

EXPERIENCE POINTS: _____

VITALS

ELEMENTS	RACE	CLASS	RANKS	OTHER	TOTAL			
AIR	AGILITY & NIMBLENESS	_____	+	_____	+	_____	=	_____
FIRE	STRENGTH & POWER	_____	+	_____	+	_____	=	_____
EARTH	BALANCE & STURDINESS	_____	+	_____	+	_____	=	_____
WATER	ENDURANCE & STAMINA	_____	+	_____	+	_____	=	_____
ETHERS								
ENERGY	PASSION & PERCEPTION	_____	+	_____	+	_____	=	_____
LOGIC	REASON & KNOWLEDGE	_____	+	_____	+	_____	=	_____
SPIRIT	ETHICS & INSIGHT	_____	+	_____	+	_____	=	_____

PERSONALITY TRAITS _____

PASSIVES

MOVEMENT

LOAD _____ = 30 + RANK _____ + EAR _____ + WAT _____ + SPI _____ + [5 × ☹☹] _____

REFLEX _____ = RANK _____ + AIR _____ + LOG _____ - ☹ _____ - ☹☹ _____

SPEED _____ = 5 + [RANK _____ + FIR _____ + ENE _____ - ☹☹ _____] / 5 - ☹ _____

DEFENSES

DEX _____ = 10 + RANK _____ + AIR _____ + FIR _____ - ☹☹ _____ - ☹ _____

GUTS _____ = 10 + RANK _____ + EAR _____ + SPI _____ + ☹☹ _____ - ☹ _____

WITS _____ = 10 + RANK _____ + ENE _____ + LOG _____

ENDURANCE

HEALTH _____ = LEVEL + [RANK _____ + AIR _____ + FIR _____ + EAR _____ + WAT _____] × 3

STEAM _____ = LEVEL + [RANK _____ + ENE _____ + LOG _____ + SPI _____ + WAT _____] × 3

ARMOR

LIGHT ARMOR _____ = RANK _____ + AIR _____

MEDIUM ARMOR _____ = RANK _____ + FIR _____

HEAVY ARMOR _____ = RANK _____ + EAR _____

SHIELD _____ = RANK _____ + WAT _____

AEGIS ARMOR _____ = RANK _____ + ENE _____

BRACER ARMOR _____ = RANK _____ + LOG _____

ROBE ARMOR _____ = RANK _____ + SPI _____

FRIENDS & ENEMIES: MEMORABLE PERSONALITIES & PIVOTAL CHARACTERS

NAME _____

ALLY
FRIEND
ACQUAINT.
INDIFFERENT
ANNOYANCE
RIVAL
ENEMY

NOTES

[illegible]

NAME

STATS

NOTES

UPGRADES

DIARY

DATE _____

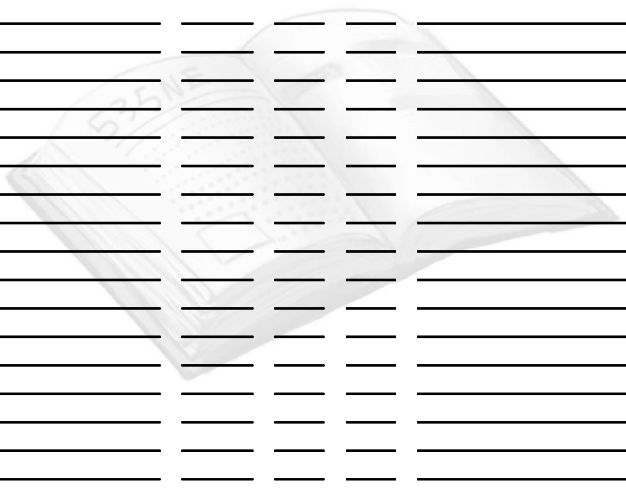
EVENT

Y

M

D

NOTES



NOTES

