

Character Name:

Player Name:

Race:

Size in tiles:

Racial Bonus:

Character Description/Notes:

{Environment}	 -Substats- & [Armor]
Water in Days: [_____]	HP (body x cmb+20):[_____]
Food in Days: [_____]	MP (mind x cmb+20):[_____]
Armor vs Cold: [_____]	(HP & MP are recalculated at each combat level)
Cloak(s) Bonus:[_____]	Armor Value: [_____]
Total Armor vs Cold: [_____]	Shield Value: [_____]
Max Miles traveled per day: [_____]	Total Frontal Armor Value:[_____]

+Stats+
Body:[_____] **Mind:**[_____] **Reflex:**[_____] **Presence:**[_____] **Aura:** _____

Move: [_____]

<Weapon Info>			
Bow:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
1H C'bow:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
2H C'bow:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
1H Melee:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
2H Melee:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
Unarmed:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
Thrown:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
[_____]:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
[_____]:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]
[_____]:	Tier:[_____]	Hit Bonus:[_____]	Dmg Bonus:[_____]

Stealth Contested Bonus:[_____]

	Exp:[_____]	
Time:[_____]	Time Skill Points:[_____]	
Cmb Lvl:[_____]	Cmb Skill Points (mind x cmb):[_____]	

(Bonus Cmb Skill Points are recalculated each combat level)

Skills

(Time Skill Points cannot exceed Mind Stat-- Total skill points cannot exceed 12 in any skill)

[Combat]

	[Time]	[Cmb]	[Total]
Bow:	[]	[]	[]
Main-Hand C'bow:	[]	[]	[]
Main-Hand Melee:	[]	[]	[]
Main-Hand Thrown:	[]	[]	[]
Off-Hand C'bow:	[]	[]	[]
Off-Hand Melee:	[]	[]	[]
Off-Hand Thrown:	[]	[]	[]
Two-Handed C'bow:	[]	[]	[]
Two-Handed Melee:	[]	[]	[]
Unarmed Melee:	[]	[]	[]
Magic []:	[]	[]	[]
Siege Weapon*:	[]	[]	[]
Stealth:	[]	[]	[]
Traps:	[]	[]	[]
[]:	[]	[]	[]
[]:	[]	[]	[]

[Non-Combat]

	[Time]	[Cmb]	[Total]
Architect*:	[]	[]	[]
Armorsmith*:	[]	[]	[]
Art:	[]	[]	[]
Bowyer*:	[]	[]	[]
Bushcraft:	[]	[]	[]
Cooking:	[]	[]	[]
C'bow Smith*:	[]	[]	[]
Farming:	[]	[]	[]
Fishing:	[]	[]	[]
Hunting:	[]	[]	[]
Lockpicking:	[]	[]	[]
Locksmith*:	[]	[]	[]
Logging:	[]	[]	[]
Map Making*:	[]	[]	[]
Medicine:	[]	[]	[]
Metalworks:	[]	[]	[]
Mining:	[]	[]	[]
Navigation:	[]	[]	[]
Scholar:	[]	[]	[]
Tailor:	[]	[]	[]
Weaponsmith*:	[]	[]	[]
Woodworks:	[]	[]	[]
[]:	[]	[]	[]
[]:	[]	[]	[]

(* = This skill has 1 or more prerequisite skills to unlock)
