

Player _____
 Character Gandrell Windblade
 Kin Dusk Elf Culture Fey
 Vocation Warrior XP 10 Level 1
 Motivation I'll find out the truth about Willow Lake.
 Nature The laws of men do not apply to me, only the rules of Nature bind me.
 Allegiance Mornien is my friend's pupil, I must see that no harm comes to her.
 Passion _____



Drive Points

0	1	2
3	4	5

STATS

Stat Name	Base	Kin	Tot
Brawn	BRN	0	0
Swiftness	SWI	25	10
Fortitude	FOR	15	15
Wits	WIT	0	5
Wisdom	WSD	0	0
Bearing	BEA	10	5

SPECIAL ABILITIES

Vocation	Special Ability
Armored Juggernaut	
Keen Senses	
Immortal	
Light-Footed	
Sure-Shot	
Lithe and Graceful	

BACKGROUND OPTIONS

Elven Training (1BP)
Exceptional Training (1BP)
Geared for Adventure (2BP)

SKILLS

Skill Name	Stat	# Ranks	Rank	Voc	Item	Spec	Tot
Armor							DP: 2
Armor (no Stat)	-	2	10				10
Combat							DP: 5
Blunt (BRN)	0		0	20			20
Blades (BRN*)	35	3	15	20			70
Ranged (SWI)	35	6	30	20		10	95
Polearms (BRN)	0		0	20			20
Brawl (BRN*)	0	1	5	20			25
Adventuring							DP: 4
Athletics (BRN)	0	2	10	10		10	30
Ride (SWI)	35	2	10	15			60
Hunting (WIT)	5		0	5			10
Nature (WSD)	0	2	10	5			15
Wandering (WSD)	0	1	5	5			10
Roguary							DP: 2
Acrobatics (SWI)	35	1	5				40
Stealth (SWI)	35	4	20				55
Locks & Traps (WIT)	5		0				5
Perception (WSD)	0	3	15	10		10	35
Deceive (WIT)	5	1	5				10
Lore							DP: 0
Arcana (WIT)	5	1	5				10
Charisma (BEA)	15	1	5				20
Cultures (WIT)	5	2	10				15
Healer (WSD)	0		0				0
Songs & Tales (BEA)	15	2	10				25
Body							DP: 2
Body (FOR)	15	2	10			20	45

SPELLS

Spell Lore Name	Stat	# Ranks	Rank	Voc	Item	Spec	Tot
Spell Lore							DP: 10
Detections	0	2	10				10

SECONDARY SKILLS

Skill Name	Stat	# Ranks	Rank	Voc	Item	Spec	Tot

MAGIC POINTS

MP Total 3
 Current _____

HIT POINTS & WOUNDS

HP Total 45 Kin Max 120 Bruised 22
 HP Lost _____
 Conditions _____
 Wounds _____

WEALTH

Wealth Level 3
 Status Gentry

DEFENSE, ARMOR & SAVES

Armor Type Soft Leather
 Zones Protected Torso
 Defense (DEF) 35 W/Shield 35 Ranged 35
 Toughness Save 30 Willpower Save 5

MOVEMENT

Enc. Level _____
 Move Rate _____

EQUIPMENT & GEAR

<i>Item & Description</i>	<i>Location</i>	<i>Quality</i>	<i>Bonus</i>
Short tunic & Flowing Cape	Worn	Standard	
Longbow, Quiver & Arrows	Back	Standard	
Reviving Cordial	Pouch	Standard	
Healer's Kit	Pouch	Standard	
Leather Jerkin	Worn	Standard	
Longsword	Hand	Standard	
Short Spear	Back	Standard	

MAGIC ITEMS

<i>Item & Description</i>	<i>Bonus</i>

PEOPLE & NPCs KNOWN

PLACES VISITED & OTHER NOTES

WEAPONS & ATTACKS

<i>Weapon or Attack</i>	<i>Hands</i>	<i>Lenght</i>	<i>Skill Used</i>	<i>CR</i>	<i>Attack Table</i>	<i>Max Res</i>	<i>Prim Crit</i>	<i>Alt Crit</i>	<i>Base Rang</i>	<i>NA</i>	<i>SL</i>	<i>RL</i>	<i>CH</i>	<i>PL</i>	<i>Notes</i>
Longsword	1H/2H	Long	Blades	4	Edged	150	Cut	Pierce	-	+0	+0	+0	+0	+0	-10 CMB when used 1-Handed, +10 CMB when used 2-Handed.
Short Spear	1H/2H	Long	Polearms	5	Edged	140	Pierce	-	-	+5	+0	+0	+0	-10	-10 CMB when used 1-Handed.
Thrown Spear	1H	-	Ranged	3	Missile	130	Pierce	-	10	+5	+0	+0	+0	-15	Can be used in melee: use the Short Spear stats.
Long Bow	2H	-	Ranged	6	Missile	175	Pierce	-	35	+0	+0	+0	+15	+0	Load (1). Arrows shot can be retrieved if the target's missed but there's a 50% chance they will be ruined.

ARMORS & PROTECTIONS

<i>Armor Name</i>	<i>Type</i>	<i>Zones</i>	<i>Max SVI To DEF</i>	<i>Move Act Penalty</i>	<i>CMB Penalty</i>	<i>Perception Penalty</i>	<i>Melee DEF Bonus</i>	<i>Ranged DEF Bonus</i>
Leather Jerkin	SL	T	-	-10	-	-	-	-

EXPERIENCE TRACKING

- You travelled to or explored a location you've never seen before.
- You faced dangerous foes and/or difficult situations.
- You completed a quest or mission.
- You suffered a grievous wound.
- You slew a foe more powerful than you.
- Your might/bravery solved the most critical situation.

RIDING ANIMAL

Name _____

Animal Type _____ Ride Bonus _____

Move _____ Attack Type _____ CMB _____ DEF _____ HP _____

Notes _____

COMPANION ANIMAL

Name _____

Animal Type _____

Move _____ Attack Type _____ CMB _____ DEF _____ HP _____

Notes _____