

TREASURE

GEMS & JEWELRY

COIN PURSE

cp: gp:
 sp: pp:
 ep:



MAGIC ITEMS

NAME & TITLE

Occupation:

LEVEL:

Class:

Alignment:

Experience:

Next:

Score Modifier

STR

Melee To-hit
Melee Damage

AGI

Missile To-hit
Armor Class
Reflex Saves

STA

Hit Points
Fortitude Saves

PER

Willpower
Saves

INT

Languages:

LUCK

Birth Augur:

Effects:

DRAWING OR SIGIL

SAVING THROWS:

REF

FORT

WILL

Notes:

HIT POINTS:

Maximum

ARMOR CLASS:

Equipped Armor

SHIELD? Yes No

Combat
Modifiers:

Fumble
Die

Speed:

Initiative

Other Die:

Action
Die

Luck:

Crit
Die

Crit Table:

MAIN WEAPON

To-hit

Damage:

SECONDARY WEAPON

To-hit

Damage:

EQUIPMENT & GEAR

RACE OR CLASS ABILITIES

OTHER STUFF