

Adventurer Name: _____ Gender: _____ Height: _____ Weight: _____ Age: _____

	score	bonus
Mental Strength:		
Intellect:		
Quickness:		
Coordination:		
Health:		
Physical Strength:		
Luck:		

Handedness: _____

Carry Max/Current: _____ / _____

Initial Training: **Blessed Arts**

Specialization: _____

	MP	+
B		
C		

PR: _____

DR: _____

Initiative: _____

Offensive: +1 Defensive: -2

hd	DP	A
B		
C		

ra	DP	A
B		
C		

ch	DP	A
B		
C		

la	DP	A
B		
C		

Offensive Actions

	Melee	Missile	Magic
	To Hit Foe		
	No PS bonus for missile		
	Damage to Foe		

Attitude:	Bonus To Hit	CO bonus	Other bonus	Total To Hit	Action bonus	PS bonus	Other bonus	Total DP
Balanced Attitude:	-				-			
Offensive Attitude:	+ 1				-			
Defensive Attitude:	- 2				-			

rh	DP	A
B		
C		

st	DP	A
B		
C		

lh	DP	A
B		
C		

Defensive Actions

	Using 2H Item, -1 to parry
	Parry
	Dodge

Attitude:	Base	PS bonus	Other bonus	Total Parry	Base	CO bonus	Other bonus	Total Dodge
Balanced Attitude:	-				-			
Offensive Attitude:	- 2				- 2			
Defensive Attitude:	+ 1				+ 1			

rl	DP	A
B		
C		

ll	DP	A
B		
C		

rf	DP	A
B		
C		

lf	DP	A
B		
C		

Extra	2nd	3rd	4th	5th	on	Special:
						Special:

Weapon in: RH LH

Items / Gear	Item in Hand(s):		
Item	Found?	Item	Found?

Specializations:	Trained	Attr Met	Can try?	Bonus	Notes
Conversion					
Destruction					
Heal			Y		

Focused magic	Use ½ MP to best Foe DR (MP rounds up)
Focused magic	Immobilized foe or object is base DR (Easy, 2)
Heal:	Must touch target, friends are "to hit" DR (Easy, 2)
Extra Conversions	-1 DR Rank per extra foe (same or lesser PR than last)
Other BA areas	+1 DR rank for other untrained BA actions
Aimed magic	2 DP per 1 MP used, best foe DR

Other Treasure sp: _____ gp: _____

Miscellaneous