

PLAYER

KIN

AGE

PROFESSION

WEAKNESS

DRAGON BANE

APPEARANCE

NAME



DAMAGE BON. STR

DAMAGE BON. AGL

MOVEMENT

ENCUMBRANCE LIMIT

ABILITIES & SPELLS

SKILLS

INVENTORY

- ◆ _____ Acrobatics (AGL)
- ◆ _____ Awareness (INT)
- ◆ _____ Bartering (CHA)
- ◆ _____ Beast Lore (INT)
- ◆ _____ Bluffing (CHA)
- ◆ _____ Bushcraft (INT)
- ◆ _____ Crafting (STR)
- ◆ _____ Evade (AGL)
- ◆ _____ Healing (INT)
- ◆ _____ Hunting & Fishing (AGL)
- ◆ _____ Languages (INT)
- ◆ _____ Myths & Legends (INT)
- ◆ _____ Performance (CHA)
- ◆ _____ Persuasion (CHA)
- ◆ _____ Riding (AGL)
- ◆ _____ Seamanship (INT)
- ◆ _____ Sleight of Hand (AGL)
- ◆ _____ Sneaking (AGL)
- ◆ _____ Spot Hidden (INT)
- ◆ _____ Swimming (AGL)

WEAPON SKILLS

- ◆ _____ Axes (STR)
- ◆ _____ Bows (AGL)
- ◆ _____ Brawling (STR)
- ◆ _____ Crossbows (AGL)
- ◆ _____ Hammers (STR)
- ◆ _____ Knives (AGL)
- ◆ _____ Slings (AGL)
- ◆ _____ Spears (STR)
- ◆ _____ Staves (AGL)
- ◆ _____ Swords (STR)

SECONDARY SKILLS

- ◆ _____
- ◆ _____
- ◆ _____
- ◆ _____
- ◆ _____
- ◆ _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

MEMENTO

TINY ITEMS

GOLD _____

SILVER _____

COPPER _____



ARMOR

BANE ON:
◆ SNEAKING ◆ EVADE
◆ ACROBATICS



HELMET

BANE ON:
◆ AWARENESS
◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS

HIT POINTS

DEATH ROLLS | SUCCESSES | FAILURES

WEAPON/SHIELD

GRIP

RANGE

DAMAGE

DURA-
BILITY

FEATURES

PLAYER

KIN

AGE

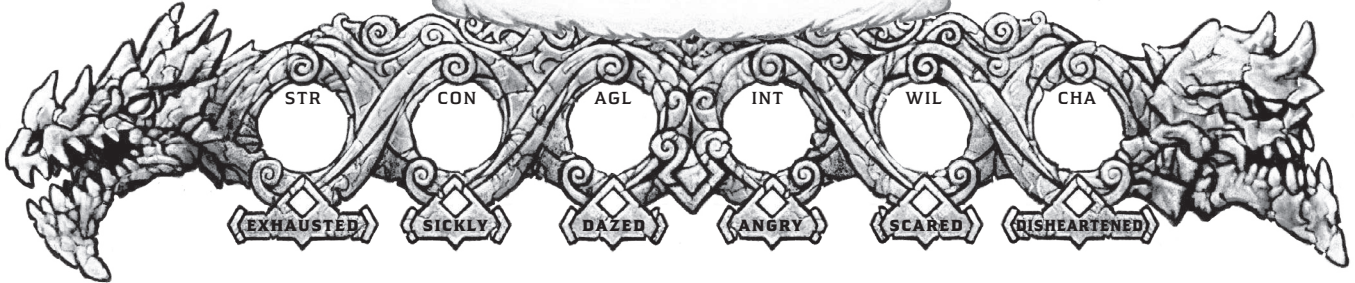
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- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
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- 1
- 2
- 3
- 4
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- 6
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- 9
- 10

MEMENTO

TINY ITEMS

GOLD

SILVER

COPPER

ARMOR

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◇ ROUND REST ◇ STRETCH REST

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◇ SNEAKING ◇ EVADE
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BANE ON:
◇ AWARENESS
◇ RANGED ATTACKS

WEAPON/SHIELD

GRIP

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DURABILITY

FEATURES

HIT POINTS

DEATH ROLLS

SUCCESSES | FAILURES
◇ ◇ ◇ | ◇ ◇ ◇