

# Enhanced Lenharrow Character Record

## CHARACTER INFORMATION

Character Name		Referee Campaign		# of Adventures	Player Name
Race		Sex	Age	Height	Weight lbs.
Sub-Race	Coloration Hair/Eyes/Body D			MB	Natural DR
Lifestyle	Profession	Current Combat Die		Title(s)	
Personality	Secondary Traits	General Traits	Deity	Area of Origin	

## ABILITY SCORES

Agility _____	DR Adjustment + _____	Throwing + _____	Aiming + _____	Magical Defense + _____	Feat _____ %
Charm _____	Leadership + _____	Appearance + _____	Servants _____	Spiritual Defense + _____	Feat _____ %
Insight _____	Divine Spell Slots + _____	Spell Failure _____ %	Mental Defense + _____	Feat _____ %	
Intellect _____	Arcane Spell Slots + _____	Learn Sub-Field _____ %	Maximum Spells Per Rank _____	Feat _____ %	
Might _____	Attack Bonus + _____	Damage Bonus + _____	Lifting _____	Pulling _____	Feat _____ %
Vitality _____	Bonus Hit Points + _____	Shock _____ %	Resurrection Survival _____ %	Physical Defense + _____	Feat _____ %
Power Score _____	Healing Rate _____	Base Attack Rating _____	Current Faith Points _____		

## COMBAT INFORMATION

Hit Degree	Weapon Talents		Weapon of Choice			Starting CGPs	
HP per Increase						Power Score x5	
Bonus Hit Points						Bonus Racial Points	
Hit Point Total						Bonus Lifestyle Points	
						Total	
			Prime Weapon			Current CGPs	
Combo Attacks							
Current Wounds			#Att	Hit	Dmg		

## Protections

Skill DR Bonuses	_____
Martial Arts DR	_____
Magical DR Bonuses	_____
Magic Shield	_____
Personal Barrier	_____
Elemental Skins	_____
Weapon Deflection	_____
Other Protection	_____



Armor Types

Attack or Weapon Type	# Attacks	to Hit Bonus	AR	Dice	Weapon Damage Bonus	Type
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	
		+		D	+	

## RESISTANCE ROLLS & RACIAL ABILITIES

Resistance Roll vs.	Base	Modifier	Score	Racial Traits	Racial Attack Types
Physical		+		Amphibiousness	Disarm
Mental		+		Body Constriction	Escape
Magical		+		Climb Any Surfaces	Hug
Spiritual		+		Damage Bonus	Power Strike
Heightened Senses	Level	Other Racial Abilities		Depth Perception	Rage
Hearing				DR Bonus	Ram
Scent				HP Bonus	Roar
Taste				Mechanical Inclination	Surprise
Touch					Swoop
Vision					Tangle

# Enhanced Penharrow Character Record

# GEAR

[illegible]

# AN1-MAN NATURAL TRAITS

Animal Empathy	
Animal Majesty	
Animal Nature	
Animalistic Affinity	
Awareness	
Bestial Form	
Blind-Fighting no Penalty	
Damage Bonus	+
Danger Sense	
Drop	
Dull Senses	
Heightened Senses Increase	
Hit Point Bonus	+
Leaping	
Lightning Speed	
Lower Limb Manipulation	
Move Base	
Natural Attack Enhancement	
Natural Breach Immunity	
Natural Camouflage	
Natural Weapon Combo	
Natural Weapon Talents	
Pass w/o Trace	
Quick Reflexes	
Sense Magic	
Speak w/Animals	
Thick Hide	

## UNIVERSAL SKILLS

Ambidexterity		Skills Alignment	
Aptitude		Arcane Skills	
Blind Spellcasting		Combat Skills	
Break Fall		Divine Skills	
Combo Skills		Guild Skills	
Dodge Magical Attack		Martial Arts Skills	
Dodge Mental Attack		Resistances and Resistance Bonuses	
Dodge Physical Attack		Energy Resistance	
Dodge Spiritual Attack		Natural Resistance	
Equestrian		Resist Hindrance	
Fast Healing		Resist Wanderlust	
Hated Foe		Self-Mastery	%
Healing		Weapon Resistance	
Heraldry Intimidation		Breath Weapon Resistance	+
Instant Stop		Charm Resistance	+
Lifestyle/Talent Combo Style		Illusion Resistance	+
Luck		Individual Elemental Resistance	+
One-Handed Spellcasting		Poison Resistance	+
Quick Study		Spiritual Resistance	+
Scroll Use		Synchronizing Skills	
Seamanship		Synchronized Fighting	
Showmanship		Synchronized Martial Arts	
Signature Ability		Synchronized Prayer	
Sleep Resistance		Synchronized Skills	
Sleeping, Light		Synchronized Shooting	
Sprint		Synchronized Spells	
Sure Footing			
Survival			
Talent/Skill Combo Style			
Tracking	+		
Vehicle Handling			

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## ARCANE SKILLS

Casting Level		Quick Spells		Imbued Powers		
Casting Rank		Quick Spell Slots		Unique Power		Regeneration
Spell Slots		Alarm Clock		Random Spell Surge		Familiar Light
Arcane Combat		Alter Effect		Elemental Blast		Heightened Vision
Quickened Spell		Chilling Effect		Elemental Grasp		Scrying Probe
Spell Prep		Clean Up		Elemental Resistance		Vermin Barrier
<b>Magical Fields</b>		Collect Objects		Elemental Transformation		Dancing Weapon
<b>Elemental</b>		Colored Spell		Familiar Elemental Attack		Breath Weapon
Air		Create Minor Sound		Elemental Invulnerability		Familiar Detect Magic
Earth		Create Small Chemical		Familiar Shield DR		Detect Invisible Creatures
Fire		Detect Value		Intangibility		Detect Value
Water		Distraction		Displacement		Compass
Heat		Dry Up		Magic Shield		True Seeing
Ice		Dye		Freedom		Scrying Immunity
Lava		Exterminate		Invisibility		Spell Channeling
Mud		Find North		Levitation		Familiar Ditto
Steam		Find Shelter		Fly		Familiar Impeder
<b>Energy</b>		Find the Path		Familiar Confusion Gaze		Spell Turning
Black		Flotation Device		Project Image		Anti-Magic Ray
Red		Grow Herb		Control Mindless Creatures		Improvement
White		Hair Growth		Cloak		Blink
<b>Mental</b>		Heat Water		Size Alteration		Send Message
Destructive		Hide Object		Morph Minor		Familiar Item Summoning
Manipulative		Identify Creature		Haste		Transport
Telekinesis		Identify Substance		Morph Normal		Teleport
<b>Physical</b>		Identify Symbol		Morph Greater		Controlled Monster
Inanimate		Identify Time or Date		<b>Sub-Field Specialties</b>		
Physical Alteration		Ignite		Air		Black
<b>Creation</b>		Locate Fresh Water		Earth		Red
Alchemy		Night Light		Fire		White
Imbue		Open Doorway		Water		Destructive
Magic Device		Physical Effect		Heat		Manipulative
Plant		Protection From Vermin		Ice		Telekinesis
<b>Examination</b>	Free	Sew		Lava		Alchemy
<b>Manipulation</b>		Spice		Mud		Imbue
Alteration		Summon Small Insect		Steam		Magic Device
Destructive		Summon Small Object		Inanimate		Plant
Enhancement		Sweetener		Physical		Alteration
<b>Summoning</b>		Temperature Alteration		Creature		Destructive
Creature		Tie Knot		Item		Enhancement
Item		Unlock Small Container		Examination		

# Enhanced Lenharrow Character Record

## COMBAT Skills

## DIVINE Skills

Adrenaline (Might)	D	Attack & Damage Bonuses			Divine Casting		Granted Powers	
Aerial Combat (AR)	+	Att	Dmg	Weapon Type	Casting Level		Animal Empathy	
Agility Spin Attack		+	+		Casting Rank		Appraising Bonus	+
Aimed Strike Bonus	+	+	+		Spell Slots		Atonement 1/Day	
Aura of Confidence (Allies AR)	+	+	+		Divine Combat		Bless 3/Day	
Battle Cry (Enemy AR)	-	+	+		Divine Orders		Blizzard 1/Day	
Bludgeon	%	+	+		Elemental		Bonded Mount	
Body Slam	D	+	+		Air		Charm Person at will	
Bracer Technique	+	+	+		Earth		Cold Immunity	
Breach Defensive Line		+	+		Fire		Comprehend Languages	
Breach Immunity	+	+	+		Water		Control Undead	
Catch Disarmed Weapon		+	+		Heat		Cure 1D10 Damage 3/Day	
Club-Fist	D	+	+		Ice		Cure Disease 3/Day	
Conceal Weapons		+	+		Lava		Cure Poison 3/Day	
Contact Breaching		+	+		Mud		Detect Cheating 60'	
Counter Trick Attacks		+	+		Steam		Detect Evil 10'	
Disarm Weapon		+	+		Energy		Detect Good 10'	
Fencing	+	+	+		Black		Detect Lie 3/Day	
Field Advantage	+	+	+		Red		Detect Undead 30'	
Fighting, Blind	+	+	+		White		Disease Immunity	
Fighting, Blind Shooting	+	+	+		Mental		Divination, Normal 1/Day	
Fighting, Close Quarter (AR)	+	+	+		Destructive		Divine Followers	
Fighting, Dirty (Surprise)	+	+	+		Manipulative		DR Bonus	+
Fighting, Natural (AR)	+	+	+		Telekinesis		Energy Drain Resistance	
Fighting, Passive (1 Action)	+	+	+		Physical		Elemental Explosion	
Fighting, Underwater		+	+		Inanimate		Elemental Passage 3/Day	
Fighting, Wild (Damage)	+	+	+		Physical		Elemental Storm	
Flat-of-the-Blade		+	+		Creation		Faith, Bolster	
Force Fumble		+	+		Elemental		Faith, Inspire	
Gang Up Resistance		+	+		Energy		Faith of Followers	
Guard		+	+		Inanimate		Force Bolt 3/Day	
Gut Enemy		+	+		Plant		Granted Bane	
Hanging Combat		+	+		Examination	Free	Granted Defense	
Ignore Size		+	+		Healing		Hand of Wounding	
Impale		+	+		Imbue		Healing Bonus	
Iron Will		+	+		Mental		Heightened Senses	
Jousting	+	+	+		Self		Heroes' Feast 1/Day	
Mesmerize Opponent	%	+	+		Summoning		Hit and damage bonus	+
Parry/Attack Style		+	+		Animal		Identify Animals, Plants, & Water	
Parry Disarm Style		+	+		Faith		Identify Poisons and Diseases	
Parry & Spell Casting Style		+	+				Identify Time and Day	
Parry & Spin Attack		+	+				Immunity to charm spells	
Personalized Trick Attack		+	+				Immunity to Illusions	
Power Strike (AR)	+	+	+				Incite Berserker Rage	
Preferred Weapon Enhancement		+	+				Inspire Fear	
Quick Draw		+	+				Last Rites	
Quick Weapon (First Strike)	+	+	+				Lay on hands	
Shield Ally		+	+				Lightning Bolt 1/Day	
Shield Break		+	+				Pass Without Trace	
Shield Rush		+	+				Pillar of Flame 1/Day	
Subdual Attack		+	+				Poison Immunity	
Superior Combat		+	+				Prophecies	
Throw Large Item	+	+	+				Regeneration	
Thrown Weapon	+	+	+				Remove Curse 3/Day	
Tripping Attack		+	+				Remove Paralysis 3/Day	
Tumble Attack (DR)	+	+	+				Resistance Roll Bonus	+
Two Weapons		+	+				Shapechange	
Warrior's Surge	+	+	+				Soothing Word	
Weapon Awareness		+	+				Speak with Animals	
Weapon Charge Attack		+	+				Speak with Anyone	
Weapon Dueling DR Bonus	+	+	+				Speak With Plants	
Weapon Focusing		+	+				Spirit Weapon	
Weapon Handling		+	+				Strung Bow Bonus	+
Weapon Honing (per HD Damage)	+	+	+				Surprise Bonus	+
Weapon Mastery		+	+				Turn Undead	
Weapon Grand Mastery		+	+				Water Breathing	
Weapon of Choice	+	+	+		Deity Symbol		Zone of Blades 1/Day	
Weapon Pinning		+	+					
Weapon Retrieval		+	+					
Weapon Slash Attack		+	+					
Withdraw		+	+					
Wrestling (+ per HD)	%	+	+					

# Enhanced Lennharrow Character Record

## Guild Skills

## Martial Arts Skills

Standard Guild Skills		Tailored Guild Skills		Martial Arts Rating		Combat Style	
Assimilation				Discipline Mastery		Adept	
Attached Weapon Attack				Martial Arts Followers		Levier	
Back Attack	x			Martial Arts Talent		Monk	
Calm Creature				Martial Art Combat Die	D	Mystic	
Damage Evasion				Martial Arts Disciplines			
Double Back Attack				Air Punch		Levitation	
Force Impact				Awareness		Magic Touch	
Guild Combo Style		Guildsman Perception	%	Balanced Fighting		Manipulative Touch	
Guild Followers		Archery Skills		Body Manipulation		Meditation	
Hook & Line Mastery		Archery		Chameleon Skin		Mental Control Resistance	
Juggling		Archer Combat		Charming Touch		Mental Manipulation	
Loyal Henchman		Archer Missile Attack		Chi-Block		Mental Protection	
Manipulate Shadow		Archer Mastery		Chi-Breach		Mental Protection Screen	
Mountaineering		Archer Grand Mastery		Chi-Punch		Mental Reflect	
Personalized Guild Trick		Bank-Shot		Chi-Reflect		Mind Screen	
Shopper Talk		Broken Charge Shot		Chi-Wall		Natural Invisibility	
Spelunking		Double Arrow Shot		Damage Buffer		One Finger Push	
Tailored Guild Skill		Power-Shot		Deepen Shadows		Pain Touch	
Tumbling	+	Quick Draw Shot		Defensive Posture		Paralyzing Touch	
Underwater Actions		Stapling Shot		Disease Immunity		Pass Silently Through Water	
Guild Percentage Skills		Archer Kill Opponent*		Distraction		Pass Through Walls	
Avert Normal Traps	%	HD 1-3	%	Duplicate Self		Physical Manipulative Attack	
Breach With Aimed Strike	%	HD 4-7	%	Eagle Claw	D	Poison Immunity	
Bribe	%	HD 8-12	%	Eagle Eye		Pressure Point Kill	%
Climb Walls	%	HD 13-16	%	Energy Drain Resistance		Prone Fighting	
Communication	%	HD 17-20	%	Facial Feature Obscurity		Resistance Bonus	
Concealment	%	HD 21-24	%	Falling		Self-Diagnostics	
Detect Concealed Doors	%	HD 25-29	%	False Tracks		Self-Healing 1D4	+
Detect Gems	%	HD 30+	%	Fists of Fury		Shadow Form	
Detect Illusion	%	Trade Skills		Foot Sweep		Shock Wave	
Detect Magic	%	Alchemy		Healing	%	Speak with Animals	
Detect Noise	%	Architecture		Healing Touch		Speak with Plants	
Detect Secret Doors	%	Bone Making		Heightened Senses		Stealth Traveling	
Escape	%	Boatwright		Imitate Death		Steel Cloth	
Escape Bonds	%	Bowyer		Immobilize Opponent		Steel Kick	
Find/ Remove Traps	%	Brewing		Innate Elemental Spell		Vanish	
Hide Behind Any Object	%	Candle Making		Innate Energy Spell		Water Walking	
Hide in Shadows	%	Carpentry		Instant Communication		Weapon Familiarization	
Identify Field/Order	%	Cart Making		Iron Skin			
Identify Objects	%	Cheese Making		New Disciplines			
Minor Vigilance	%	Clock Making					
Move Silently	%	Clock Works					
Open Locks	%	Cobbling*					
Pick Pockets	%	Craft Instrument					
Poison/Antidote Use	%	Dentistry					
Read Languages	%	Engineering					
Read Magic	%	Gem Cutting					
Silent Swimming	%	Glass Blowing					
Smooth Surface Climbing	%	Fletcher					
Superior Lock Picking	%	Leather Working					
Thievery	%	Mechanics					
Tunneling	%	Metal Working					
Minstrel Songs		Needlework					
Charming Song	%	Pottery					
Confidence Song		Sewing					
Confusion Song	%	Shipwright					
Disruption Song	%	Stone Masonry					
Emotion Song	%	Tattoo Art					
Entanglement Song	%	Tinkering					
Field Condition Song	%	Weaving					
Freestyle Song	%	Wine Making					
Illusion Song	%	Wood Working					
Quickness Song	%	Smithing					
Shatter Song	%	Crude Armor					
Song of the Dance	%	Crude Weapon					
Song of Opening	%	Armor					
Summoning Song	%	Weapon					
Weapon Song	%	Weapon Craftsmanship	%				

# Enhanced Penharrow Character Record

## Talents

Judgment Talents	Ability	Modifier	Physical Talents	Ability	Modifier	Lore Talent	Ability	Modifier
Ability Honing	Ins		Acting	C		Anatomy	Int	
Absolution	Ins		Animal Lure	C		Ancient History	Int	
Administration	Ins		Animal Noise	C		Ancient Languages	Int	
Alertness	Ins		Animal Training	C		Animal Lore	Int	
Ambush	Ins		Backward Kick	A		Astrology	Int	
Appraising	Ins		Balancing	A		Bookkeeping	Int	
Artillery	Ins		Bluffing	C		Cryptography	Int	
Artistic Ability	Ins		Cloister Living	C		Dimension Lore	Int	
Avoid Inhabitants	Ins		Coordinate	C		Entomology	Int	
Backhand	Ins		Crowd Working	C		Fiend Lore	Int	
Baking	Ins		Dancing	A		Folklore	Int	
Book Binding	Ins		Diplomacy	C		Fungi Recognition	Int	
Business Sense	Ins		Diplomacy, Tribal	C		Genealogy	Int	
Butchery	Ins		Disguise	C		Geography	Int	
Calligraphy	Ins		Endurance	V		Heraldry	Int	
Camouflage	Ins		Endurance, Heat	V		Herbalism	Int	
Cartography	Ins		Entice	C		Know Traps	Int	
City Familiarity	Ins		Etiquette	C		Know Tricks	Int	
Clarity of Thinking	Ins		Evade Pursuit	A		Know Treasure	Int	
Conspiracy	Ins		Flying Kick	A		Language, New	Int	
Cooking	Ins		Falconry	C		Language, Sign	Int	
Cooking, Outdoor	Ins		Fast Talking	C		Law	Int	
Crude Shelter	Ins		Fortune Telling	C		Local History	Int	
Custody Vigilance	Ins		Friendly Demeanor	C		Lore Specialty, New	Int	
Danger Sense	Ins		Greeting	C		Mathematics	Int	
Diagnostics	Ins		Grooming, Animal	C		Mining	Int	
Direction Sense	Ins		Grooming, Humanoid	C		Modern Languages	Int	
Farming	Ins		Hold Breath	V		Monster Lore	Int	
Find Civilization	Ins		Hold the Line	M		Navigation	Int	
Fire Building	Ins		Hypnotism	C		Oceanography	Int	
Fishing	Ins		Instant Stand	A		Philosophy	Int	
Foraging	Ins		Intimidation	C		Plant Lore	Int	
Forgery	Ins		Investigation	C		Psychology	Int	
Gaming	Ins		Jumping	M		Reading/ Writing	Int	
Gardening	Ins		Leadership	C		Relic Lore	Int	
Hiding	Ins		Light Foot	A		Religion	Int	
Hunting	Ins		Lower-Limb Manipulation	A		Rope Use	Int	
Hygiene	Ins		Lower-Limb Shooting	A		Rune Reading	Int	
Informal Proficiency	Ins		Mustering	C		Sociology	Int	
Lighten Load	Ins		Net Use	A		Sound Analysis	Int	
Line Cooperation	Ins		Oratory	C		Street Knowledge	Int	
Lip Reading	Ins		Persuasion	C		Totem Reading	Int	
Locate Shelter	Ins		Poetry	C		Tracking Lore	Int	
Looming	Ins		Populace Awareness	C		Undead Lore	Int	
Massage	Ins		Prestidigitation	A		New Lore Specialties	Ability	Modifier
Musical Instrument	Ins		Quick Change	A			Int	
Natural Shelter	Ins		Ricochet Missile	A			Int	
Observation	Ins		Riding, Air-Based	C			Int	
Paper Making	Ins		Riding, Land-Based	C			Int	
Path Finding	Ins		Riding, Sea-Based	C			Int	
Peltry	Ins		Running	V			Int	
Pest Control	Ins		Signaling	A			Int	
Ranching	Ins		Singing	C			Int	
Scribe	Ins		Slow Respiration	V			Int	
Sense Trouble	Ins		Spinning Kick	A			Int	
Set Snares	Ins		Steady Hand	A			Int	
Speed Reading	Ins		Swimming	V			Int	
Spotting	Ins		Swimming, Fast*	V			Int	
Strategy	Ins		Tight Rope Walking	A			Int	
Tactics, Battle	Ins		Tolerance	C			Int	
Tactics, Military	Ins		Uppercut	M			Int	
Tactics, Siege	Ins		Ventriloquism	C			Int	
Thatching	Ins		Voice Mimicry	C			Int	
Trail Marking	Ins		Whistling	C			Int	
Trailing	Ins		Wrangling, Air-Based	C			Int	
Tribal Customs	Ins		Wrangling, Land-Based	C			Int	
Weather Sense	Ins		Yodeling	C			Int	