

LIGHT LENHARROW CHARACTER RECORD

CHARACTER INFORMATION

Character Name		Referee Campaign		# of Adventures		Player Name		
						lbs.		
Race	Sex	Coloration	Hair/Eyes/Body	MB	Natural DR	Age	Height	Weight
		1D						
Lifestyle		Current Combat Die		Title(s)				
Personality		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 Spell	_____	%	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			Starting CGPs	
	HP per Increase				Power Score x5	
	Bonus Hit Points				Bonus Racial Points	
Hit Point Total					Bonus Lifestyle Points	
					Total	
Current Wounds	Weapon of Choice				Current CGPs	

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



Armor Types

	Attack or Weapon Type	# Attacks	to Hit Bonus	AR	Weapon Damage		
					Dice	Bonus	Type
			+		D	+	
			+		D	+	
			+		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		+		Body Constriction		Disarm	
Mental		+		Climb Any Surfaces		Escape	
Magical		+		Damage Bonus		Fear Aura	
Spiritual		+		Depth Perception		Hug	
Heightened Senses	Level	Other Racial Abilities		DR Bonus		Rage	
Hearing				HP Bonus		Trample	
Scent				Mechanical Inclination		Swoop	
Taste							
Touch							
Vision							

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SKILLS & GEAR

Skills Alignment		Arcane Skills			Combat Skills			Divine Skills	
Arcane		Casting Level		Alarm Clock	Aerial Combat			Casting Level	
Combat		Casting Rank		Alter Effect	Aimed Strike Bonus	+		Casting Rank	
Divine		Spell Slots		Chilling Effect	Battle Cry			Spell Slots	
Guild		Quick Spell Slots		Clean Up	Bracer Technique			Divine Orders	
Universal Skills		Magical Fields		Collect Objects	Breach Defensive Line			Elemental	
Ambidexterity		Elemental		Colored Spell	Combat Die Increase			Air	
Attack Rating		Air		Create Minor Sound	Conceal Weapons			Earth	
Break Fall		Earth		Create Small Chemical	Counter Trick Attacks			Fire	
Equestrian		Fire		Detect Value	Disarm Weapon			Water	
Hated foe		Water		Distraction	Fencing			Energy	
Healing		Energy		Dry Up	Field Advantage			Black	
Instant Stop		Black		Dye	Fighting, Close Quarter			Red	
Lifestyle Talent Combo Style		Red		Exterminate	Fighting, Dirty			White	
Quick Study		White		Find North	Fighting, Natural			Mental	
Scroll Use		Mental		Find Shelter	Fighting, Wild			Destructive	
Sleep Resistance		Destructive		Find the Path	Flat-of-the-Blade			Manipulative	
Sleeping, Light		Manipulative		Flotation Device	Jousting			Telekinesis	
Sprint		Telekinesis		Grow Herb	Parry/Attack Style			Physical	
Sure Footing		Physical		Hair Growth	Parry Disarm Style			Inanimate	
Survival		Inanimate		Heat Water	Parry & Spell Casting Style			Physical	
Talent/Skill Combo Style		Physical Alteration		Hide Object	Power Strike			Creation	
Tracking		Creation		Identify Creature	Quick Draw			Elemental	
Vehicle Handling		Alchemy		Identify Substance	Quick Weapon			Energy	
Resistances		Imbue		Identify Symbol	Shield Ally			Inanimate	
Breath Weapon Resistance	+	Magic Device		Identify Time or Date	Shield Break			Plant	
Charm Resistance	+	Plant		Ignite	Shield Rush			Examination	
Energy Resistance		Examination	Free	Locate Fresh Water	Superior Combat			Healing	
Illusion Resistance	+	Manipulation		Night Light	Throw Large Item			Imbue	
Individual Elemental Resistance	+	Alteration		Open Doorway	Thrown Weapon			Mental	
Poison Resistance	+	Destructive		Physical Effect	Tripping Attack			Self	
Resist Hindrance		Enhancement		Protection From Vermin	Tumble Attack			Summoning	
Self-Mastery		Summoning		Sew	Two Weapons			Animal	
Spiritual Resistance	+	Creature		Spice	Weapon Charge Attack			Faith	
Gear		Item		Summon Small Insect	Weapon Dueling DR Bonus	+		Granted Powers	
		Holy Symbol		Summon Small Object	Weapon of Choice			Animal Empathy	
				Sweetener	Weapon Pinning			Appraising Bonus +2	
				Temperature Alteration	Weapon Retrieval			Bless 3/Day	
				Tie Knot	Weapon Slash Attack			Charm Person at will	
				Unlock Small Container	Withdraw			Cold Immunity	
Guild Skills					Wrestling			Cure 1D10 Damage 3/Day	
Skills		Crafting Trade Skills		Weapon Attack and Damage Bonuses				Cure Disease 3/Day	
	Attached Weapon Attack		Alchemy	AR	Dmg	Weapon Type		Cure Poison 3/Day	
	Back Attack		Architecture	+	+			Detect Cheating 60'	
	Calm Creature		Bone Making	+	+			Detect Evil 10'	
	Hook & Line Mastery		Boatwright	+	+			Detect Good 10'	
	Juggling		Bowyer	+	+			Detect Lie 3/Day	
	Mountaineering		Brewing	+	+			Detect Undead 30'	
Magical Devices		Shoppe Talk	Candle Making	+	+			Disease Immunity	
	Tumbling		Carpentry	+	+			DR Bonus	
Guild Percentage Skills			Cart Making	+	+			Elemental Passage 3/Day	
	Avert Normal Traps		Cheese Making	+	+			Healing Bonus	
	Climb Walls		Clock Making	+	+			Heightened Senses	
	Detect Concealed Doors		Clock Works			Talents		Hit and damage bonus	+
	Detect Noise		Cobbling	Talent		Ability	Modifier	Id Animals, Plants, & Water	
	Escape Bonds		Craft Instrument					Id Poisons and Diseases	
	Find/ Remove Traps		Dentistry					Id Time and Day	
Coinage	Amount	Hide in Shadows	Engineering					Immunity to charm spells	
Copper Pieces		Identify Objects	Gem Cutter					Immunity to Illusions	
Silver Pieces		Move Silently	Glass Blowing					Last Rites	
Gold Pieces		Open Locks	Fletcher					Lay on hands	
Platinum Pieces		Pick Pockets	Leather Working					Pass Without Trace	
Mithril Pieces		Smooth Surface Climbing	Mechanics					Poison Immunity	
Other Treasure	Value	Other Treasure	Value	Metal Working				Remove Paralysis 3/ Day	
				Needlework				Resistance Roll Bonus	+
				Pottery				Soothing Word	
				Sewing				Speak with Animals	
				Shipwright				Speak with Anyone	
				Stone Masonry				Speak With Plants	
				Tattoo Art				Strung Bow Bonus	+
				Tinkering				Surprise Bonus	+
				Weaving				Turn Undead	
				Wine Making				Water Breathing	
				Wood Working					