

HERO'S NAME: _____ PLAYER'S NAME: _____

ARCHETYPE: _____ CHMPAIGN: _____

BACKGROUND: _____ CHRONICLER: _____

PATHS TAKEN: _____

FLAWS: _____

ALLIANCES/SECRET SOCIETIES: _____

PHYSICAL DESCRIPTION: _____

AGE: _____ SEX: _____ HAIR: _____ EYES: _____

HEIGHT: _____ WEIGHT: _____

ADDITIONAL TALENTS SPELLS KNOWN/TECHNIQUES

Blank lines for additional talents and spells known/techniques.

Blank lines for additional talents and spells known/techniques.

LANGUAGES SPOKEN/NOTES

Blank lines for languages spoken/notes.

Blank lines for languages spoken/notes.

COPPER SILVER GOLD

EXPERIENCE POINTS

Blank lines for experience points.

Blank lines for experience points.

E Q U I P M E N T

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

GEAR _____ ENC _____

EN C U M B R A N C E P H Y S I C A L S T R E N G T H

GEAR _____ ENC _____

ENC THRESHOLD TOTAL ENC TOTAL BULK

BASE PULL/PUSH. BASE PUSH. BULK LIFT

FORN DEF. (Optional: Defense or Inst)

LIFT x1.5 LIFT x2 M1 x30

R U N E S M A G I C I T E M S

ARMOR TYPE/QUALITY

ARMOR RUNES (QUALITY)

ARMOR RUNES (QUALITY)

SHIELD TYPE/QUALITY

SHIELD RUNES (QUALITY)

SHIELD RUNES (QUALITY)

WEAPON TYPE/QUALITY

WEAPON RUNES (QUALITY)

WEAPON RUNES (QUALITY)

WEAPON TYPE/QUALITY

WEAPON RUNES (QUALITY)

WEAPON RUNES (QUALITY)

WEAPON TYPE/QUALITY

WEAPON RUNES (QUALITY)

WEAPON RUNES (QUALITY)

WEAPON RUNES (QUALITY)

MAXIMUM NUMBER OF MORN ITEMS

MAXIMUM NUMBER OF MORN ITEMS

