







<i>Home Climate</i>	<i>Economic Status</i>
<i>Home Terrain</i>	<i>Social Standing</i>
<i>Home Community</i>	<i>Defence Readiness</i>
	<i>Private Ethics</i>
<i>Childhood Instruction</i>	<i>Public Ethics</i>
<i>Formal Education</i>	<i>Religious Commitment</i>
<i>Trade</i>	<i>Reputation</i>
	<i>Political Views</i>
<i>Childhood Events</i>	<i>Power Structure</i>
<i>Youth Events</i>	<i>Ancestors Of Note</i>
<i>Pivotal Events</i>	<i>Parents</i>
	<i>Grandparents</i>
	<i>Siblings</i>
	<i>Extended Family</i>
	<i>Instructors of Note</i>

<i>Friends</i>
<i>Enemies</i>

<i>Magic Rings</i>
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<i>Items Worn</i>	<i>Location(s)</i>	<i>Weight</i>	<i>Items Carried</i>	<i>Location(s)</i>	<i>Weight</i>
			<i>Magic Armour</i>		
			<i>Magic Weapons</i>		

<i>Rods, Wands &amp; Staves</i>
<i>Magic Potions</i>
<i>Scrolls</i>
<i>Wond'rous Items</i>

<i>Mithral Pieces</i>
<i>Platinum Pieces</i>
<i>Gold Pieces</i>
<i>Silver Pieces</i>
<i>Copper Pieces</i>
<i>Gems</i>
<i>Jewellery</i>







Supplementary Animal/NPC Sheet For : \_\_\_\_\_

Player : \_\_\_\_\_ Faction Allegiance (If Applicable) : \_\_\_\_\_



Companion Stats... Name : \_\_\_\_\_ Type/Class : \_\_\_\_\_

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
<b>Attack Scores</b>				
Melee (Str)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Ranged (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Saving Throws</b>				
Reflex (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Will (Wis)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>

Hit Dice : D \_\_\_\_\_

Total HPs : \_\_\_\_\_

Current HPs... \_\_\_\_\_

Armour Class  = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Feats & Abilities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Companion Stats... Name : \_\_\_\_\_ Type/Class : \_\_\_\_\_

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
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Ranged (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Saving Throws</b>				
Reflex (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Will (Wis)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>

Hit Dice : D \_\_\_\_\_

Total HPs : \_\_\_\_\_

Current HPs... \_\_\_\_\_

Armour Class  = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Feats & Abilities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Companion Stats... Name : \_\_\_\_\_ Type/Class : \_\_\_\_\_

	Norm	Temp	Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>

		Base	Ability	Misc.
<b>Attack Scores</b>				
Melee (Str)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Ranged (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Saving Throws</b>				
Reflex (Dex)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
Fortitude (Con)	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
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Hit Dice : D \_\_\_\_\_

Total HPs : \_\_\_\_\_

Current HPs... \_\_\_\_\_

Armour Class  = 10+

Ability	Size	Armour	Dodge	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Feats & Abilities

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Session Tracker Sheet for : \_\_\_\_\_ (Character), \_\_\_\_\_ (Session Date)

Session Situation : \_\_\_\_\_ (Start)

Session Situation : \_\_\_\_\_ (Finish)



General Session Observations/ Notes.

Conditions Suffered.

Potions/ Scrolls Used

Scenario/ Campaign Goals Acquired

Scenario/ Campaign Goals Completed

Experience Earned

Treasure Earned

Treasure Lost/Spent

Session Total :

Session Pp Total :  
Session Gp Total :  
Session Sp Total :  
Session Cp Total :

Session Pp Total :  
Session Gp Total :  
Session Sp Total :  
Session Cp Total :