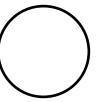


Player:

Survived Expeditions:



NORDMARK CAMPAIGN

Name

Class

Level

Alignment

Age

Sex

Current XP

XP for next Level

ABILITY SCORES

CHARISMA
Retainer Recruitment, Loyalty

CONSTITUTION
Hit Points, Daily Travel Distance

DEXTERITY
AC, Ranged AB, Initiative

INTELLIGENCE
Save vs Magic Effects, Languages

STRENGTH
Mêlée AB, Open Doors

WISDOM
Save vs Non-Magic Effects

HIT POINTS

○ ○

MAXIMUM CURRENT

ARMOR CLASS

Fire Weapons

Mêlée Ranged

Without Shield Surprised Without Shield

SAVING THROWS

○ **PARALYSE**
Mobility Hazards (Petrification, Hold, Etc)

○ **POISON**
Instant Death/KO Situations

○ **BREATH WEAPON**
Area Effects

○ **MAGICAL DEVICE**
Spell-Like Effects from Items

○ **MAGIC**
Spell or Innate Abilities

□ ± VS MAGIC-EFFECTS

□ ± VS NON-MAGIC EFFECTS

SKILLS & ACTIVITIES

Architecture Bushcraft Climbing Languages

Open Doors Sneak Attack Sleight of Hand Search

Stealth Tinkering

SPELLS

I 2 3 4 5 6 7 8 9

ATTACK BONUS

MÊLÉE RANGED

BASE

SURPRISED

○ ○

○ ○

WEAPONS

Range M(-) L(-)

COMBAT OPTIONS

- Aim
Next Round Ranged AB +4, no DEX bonus to AC
- PARRY
○ AC+2 / ○ AC+4
- CHARGE
Double Damage, RC-2, Running
- PRESS
AB+2, AC-4
- DEFENSIVE
AB-4, AC+2

LANGUAGES

Known Unknown

Name	±AB	Damage	S	Range	M(-)	L(-)	RoF	AP (S/All)	Misfire	N/D/W	Shots

Attack Bonus

Short/Medium/Long

Rate of Fire Armor Piercing Normal/Damp/Wet

EQUIPMENT

NON ENCUMBERING

MONEY
 + 1 Enc per 500 Pieces
 1 gp = 50 sp = 500 cp

1 _____

2 _____

3 _____

4 _____

5 _____

6 *+ 1 Enc* _____

7 _____

8 _____

9 _____

10 _____

11 *+ 1 Enc* _____

12 _____

13 _____

14 _____

15 _____

16 *+ 1 Enc* _____

17 _____

18 _____

19 _____

20 _____

21 *+ 1 Enc* _____

22 _____

23 _____

24 _____

25 _____

26 *+ 1 Enc* _____

27 _____

28 _____

29 _____

30 _____

_____ GP:

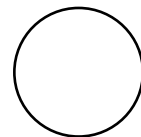
_____ SP:

_____ CP:

_____ Gems:

CURRENT ENCUMBRANCE

Equipment + Oversized + Money + Armor



o Plate / Full Armor: +2 Enc
 o Chain / Pikeman's Armor: +1 Enc

OVERSIZED

+ 1 Enc per Item

	ENC.	Explore <i>per Turn</i>	Combat <i>per Round</i>	Running <i>per Round</i>	Travel <i>per Day</i>
0-1 Non		120'	40'	120'	24 mi
2 Lightly		90'	30'	90'	18 mi
3 Heavily		60'	20'	60'	12 mi
4 Severly		30'	10'	30'	6 mi
5 Over		0	0	0	0

RETAINERS

Name	Position	Class/Level	HP	Wage	Share
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

PROPERTIES

Name	Location	Value
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Laboratory Value: _____ *Library Value:* _____

INVESTMENTS

Name	Type	Value
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____