

Name: _____

Player: _____

+	Might
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	HP	
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	Land Speed
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+	Dexterity
---	-----------

LVL

XP

	Defense Rating
	Magic Defense

+	Rage
---	------

+	Intelligence
---	--------------

+	Charisma
---	----------

+	Perception
---	------------

+	Magic
---	-------

+	Will*
---	-------

+	Body*
---	-------

+	Speed*
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Skill	Stat Modifier	Bonus	Points	Total
Acrobatics	Dexterity			
Athletics	Might			
Bluff	Charisma			
Climb	Might			
Diplomacy	Charisma			
Intimidate	Charisma			
Investigation	Perception			
Listen	Perception			
Medicine	Intelligence			
Sense Motive	Intelligence			
Spot	Perception			
Stealth	Dexterity			
Swim	Might			
Use Rope	Dexterity			

Weapons				
Name	Stat Bonus	Prof.	Damage Die	Scaling Die

Spell Usage	
Maximum	Current

Defenses

To Hit: 1d20 + Stat Bonus

Damage: Dmg. Die + Scaling Die + Stat Bonus

* = Max 20

Spell Attack: d20 + Stat Bonus

Spell Damage: Damage Die + Scaling + Stat Bonus

Spell Save DC: 10 + Stat Bonus

Tier 1	(Only One per 10 character levels)
Speed Focus	Maximum Speed increases to 30
Will Focus	Maximum Will increases to 30
Body Focus	Maximum Body increases to 30
Tier 2	(One specialization point each)
Name	Description
Combat Casting	When your spell defeats your target, you may cast one more spell at a different Target. (Once per turn.)
Finish Them Off	When your attack defeats your target, you may perform one more attack on a nearby target within range. (Once per Turn.)
Hunker Down	End your turn using at least one action, and gain +2 Defense Rating until your next turn.
Taunt	When an enemy attempts a melee attack on an ally while also being within melee range of you, you can have them take -4 to the "To Hit" roll. (Once per Round)
Dual Wield Defense	Gain +2 to your Defense Rating when holding a synergized weapon in your OffHand.
Front Line Fighter	Gain +1 Damage for each enemy within 5ft of you. (Maximum +3)
Dual Wield Aspirant	Once per turn, while using Synergized weapons, follow each attack up with a free attack from your OffHand Weapon with no penalty as one action.
First Line of Defense	Gain +1 Defense Rating for each enemy within 5ft of you. (Maximum +3)
Spring Into Action	After Speed Checks determine turn order but before the first turn, move up to your maximum speed.
Defensive Casting	Can Cast a single-target spell as your Attack of Opportunity when an enemy leaves your WEAPON'S range.
Inherent Defense	+1 to your Defense Rating (Always adds to your score, stacks with other effects. Maximum of +3 from this one skill.)
Smooth Talker	+4 to Bluff, Diplomacy, and Intimidate checks.

Name	Description	Cost
Healing Items (Each of these items take up One item slot)		
Ration	Heals 4d8 Health. Take 30 Minutes to eat.	1gp
Healing Potion	Heal 2d8 Instantly. Take 1 Action to use.	4gp
Magic Bath	Returns 3d10 Energy to your Casting Artifact or to your Holy Symbol. If used in Combat takes 1 Action. Cannot Exceed Maximum.	4gp

Generic Items (Can fit in or on any carrying case (besides Satchel) and does not affect item slots.)		
Rope	Sold in 50ft Increments.	2gp
Torch	Sold in sets of 10	1gp
Flint and Steel	20 Uses	1gp

Carrying Cases (Weapons held doesn't include weapon in hand) Do not stack.		
Satchel	Holds Two Items and One weapon.	-
Extended Satchel	Holds Five Items and Two Weapons	3gp
Backpack	Holds 10 Items and Two Weapons.	5gp
Explorer's Pack	Holds 15 Items and Four Weapons	10gp
Bag of the Void	Holds 25 items and Ten Weapons	20gp
Quiver	Holds 20 Arrows	-
Extended Quiver	Holds 60 Arrows	10gp

Ammo		
Arrows	Sold in packs of 20	1gp
Fire Arrows	20 Arrows, add 1d6 of Fire Damage	6gp
Ice Arrows	20 Arrows, add 1d6 of Frost Damage	6gp
Arcane Arrows	20 Arrows, add 1d6 of Arcane Damage	6gp
Nature Arrows	20 Arrows, add 1d6 of Nature Damage	6gp
Divine Arrows	20 Arrows, add 1d6 of Divine Damage	6gp

Armor

Cost

Might Req.

Gloves

Spider Gauntlets	3gp	Add +2 to Climb Checks	-
Swindler's Gloves	3gp	Add +2 to Sleight of Hand checks	-
Medical Gloves	3gp	Add +2 to your Medicine Checks	-
Unnamed	3gp	Add +2 to your Athletics Checks	-
Unnamed	3gp	Add +2 to your Acrobatics Checks	-

Pants

Arcane Leggings	4gp	Add +2 to your Magic Defense	-
Light Leather	2gp	Add +1 to your Defense Rating, no speed penalty	-
Padded Leather	5gp	Add +2 to your Defense Rating	10
Chain Leggings	10gp	Add +3 to your Defense Rating, reduce speed by 10ft.	15
Reinforced Leggings	15gp	Add +4 to your Defense Rating, reduce speed by 20ft.	20
Plate Leggings	20gp	Add +5 to your Defense Rating, Reduce speed by 30ft.	30

Torso

Arcane Robe	4gp	Add +2 to your Magic Defense	-
Light Leather	2gp	Add +1 to your Defense Rating, no dexterity penalty	-
Chain Shirt	5gp	Add +2 to your Defense Rating	10
Half-Plate Armor	15gp	Add +3 to your Defense Rating, reduce Dexterity Bonus by 2.	20
Plate Armor	20gp	Add +4 to your Defense Rating, reduce Dexterity Bonus by 4.	30

Helmet

Cloth Hood	6gp	Add +2 to your Magic Bonus.	-
Leather Cap	6gp	Add +2 to Spot Checks.	-
Plate Helmet	6gp	Add +2 Damage Reduction.	-

Shields

Orb of Magic Reduction	4gp	Add +2 to your Magic Defense	-
Small Shield	2gp	Add +2 to your Defense Rating	10
Heavy Shield	4gp	Add +3 to your Defense Rating	20
Buckler	2gp	Add +1 to your Defense Rating, can be used over an off hand item.	