

Goblin Slayer TRPG Adventure Sheet

Name _____ Race _____ Age _____ Gender _____ History / /

Rank _____ Physical Traits _____ Hair () Eyes ()

Ability Scores	Secondary Ability Scores		
Primary Ability Scores	Focus	Endurance	Reflex
Strength	Strength, Focus	Strength, Endurance	Strength, Reflex
Psyche	Psyche, Focus	Psyche, Endurance	Psyche, Reflex
Technique	Technique, Focus	Technique, Endurance	Technique, Reflex
Intelligence	Intelligence, Focus	Intelligence, Endurance	Intelligence, Reflex

Character Appearance

Experience Points

Cumulative Points _____
Current Points _____

Adventures/Completed

Adventurer Level

Classes

Fighter _____
Monk _____
Ranger _____
Scout _____
Sorcerer _____
Priest _____
Dragon Priest _____
Shaman _____

Advancement Points

Status

Life Force / ^{2x} Life Force _____
Movement Speed _____

Spell Uses

□□□□□□

Base Spell Resistance

Psyche Reflex + Adventurer Level + Spell Resistance

Wounds

Fatigue

EX	Rank	Penalty
□ (□)	5	Death.
□□ (□)	4	Unconscious. -4 to all checks. Life force & movement speed halved.
□□□ (□)	3	-3 to all checks. Life force & movement speed halved.
□□□□ (□)	2	-2 to all checks. Movement speed halved.
□□□□□ (□)	1	-1 to all checks.

Attrition Track

□□□□☀ 5 □□☀□□□10☀□□☀□15☀□☀□☀20
☀☀☀☀☀☀25☀☀☀☀☀☀30☀☀☀☀☀☀35☀☀☀☀☀☀40

Adventurer Skills

Mastery Grade	Effect	Page	Skill	Mastery Grade	Effect	Page
/	/	()		/	/	()
/	/	()		/	/	()
/	/	()		/	/	()
/	/	()		/	/	()
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/	/	()		/	/	()
/	/	()		/	/	()
/	/	()		/	/	()

General Skills

Mastery Grade	Effect	Page	Skill	Mastery Grade	Effect	Page
/	/	()		/	/	()
/	/	()		/	/	()
/	/	()		/	/	()



Spells

Base Basic Score Class Level Skills, Etc. Total

Spell Use Intelligence Focus Sorcerer ()

Score Psyche Focus + Priest () Dragon Priest () Shaman () + =

Learned Spell Name	Spell System	Type (Attribute)	Difficulty	Effects	Page
	/	/	/	/	()
	/	/	/	/	()
	/	/	/	/	()
	/	/	/	/	()
	/	/	/	/	()
	/	/	/	/	()
	/	/	/	/	()

Attacks

Base Basic Score Class Level Skills, Etc. Total

Hit Score Technique Focus + Fighter () Monk ()

+ Ranger () Scout () + =

Melee

Throwing

Projectile

Weapons

Weapon Name	Type	Usage/Attributes	Base Hit Score	+ Hit Modifier	= Total Base Hit Score	Power	+ Class Level	+ Skills, Etc.	= Total Power	Range	Effects
				+	=		+	+	=		
				+	=		+	+	=		
				+	=		+	+	=		

Defense

Base Basic Score Class Level Skills, Etc. Total

Dodge Score Technique Reflex + Fighter () Monk () Scout () + =

Armor

Armor Name	Type/Attribute	Base Dodge Score	+ Dodge Modifier	= Total Base Dodge Score	Armor Score	Stealth	Movement Speed	+ Movement Modifier	+ Possession Movement Modifier	= Total Movement	Effects
			+	=				+	+	=	

Base Basic Score Class Level Skills, Etc. Total

Block Score Technique Reflex + Fighter () Scout () Other () + =

Shield

Shield Name	Type/Attribute	Base Block Score	+ Block Modifier	= Total Base Block Score	Block Score	+ Armor Score	= Total	Stealth	Effects
			+	=		+	=		

Damage Effectiveness Table

Effectiveness Score	14 and under	15-19	20-24	25-29	30-39	40 and above
Bonus Damage	none	+1d6	+2d6	+3d6	+4d6	+5d6

Possessions

- Adventuring Tools
(Rope, 10m; wedge x10; small hammer; tinderbox; backpack; water bag; portable rations; white chalk; small knife; torch x6)
- Rations (7 days)
- Clothing

Money