

ATTACKS

Weapon	Modifier	AP
Degree of Success	Outcome	
Critical failure		
Costly success		
Success		
Great success		
Critical success		

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SKILLS

Skill	Skill Level	Application	CL Bonus	AC Bonus

INVENTORY

Item	Description	Size	Amount	Item	Description	Size	Amount

Carry Bonus: ____

Encumbrance Points: ____

EQUIPMENT

Armor	Modifier	AC Bonus	DR Bonus	Weapon	Modifier	Attach Cost	Damage

SORTS of SORCERY



CHARACTER SHEET

Name: _____

Class: _____

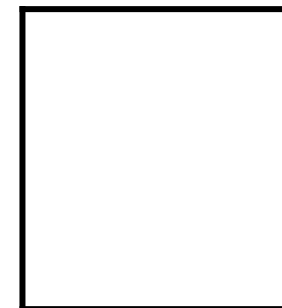
Race: _____

Alignment: _____

Level: ____

Experience: ____

Quirks: _____



Portrait

Magic Points: ____ <small>(Wisdom + Energy)</small>	Hit Points: ____ <small>(Vitality + Energy)</small>	Action Points: ____ <small>(Wisdom + Vitality)</small>
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Caster Level: ____ <small>(1 + CL Bonuses)</small>	Damage Reduction: ____ <small>(DR Bonuses from armor)</small>	Armor Class: ____ <small>(1 + AC Bonuses)</small>
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Mind: ____	Body: ____	Spirit: ____
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Wisdom <small>(Score = M + ½M)</small> Score: ____ Modifier: ____	Vitality <small>(Score = B + ½B)</small> Score: ____ Modifier: ____	Energy <small>(Score = S + ½S)</small> Score: ____ Modifier: ____
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Perception <small>(Score = M + ½B)</small> Score: ____ Modifier: ____	Agility <small>(Score = B + ½M)</small> Score: ____ Modifier: ____	Luck <small>(Score = S + ½B)</small> Score: ____ Modifier: ____
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Insight <small>(Score = M + ½S)</small> Score: ____ Modifier: ____	Strength <small>(Score = B + ½S)</small> Score: ____ Modifier: ____	Charisma <small>(Score = S + ½M)</small> Score: ____ Modifier: ____
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(Modifier = Score - 5) Round down when dividing by half.

