CHARACTER NAME		21 11 VI V V	CIL	1/1/		NDC	SHEE	I			SHEE	TONE
					\neg	r	leight			1	Weight	
Player Name						G	ender				Age	
Race							Hair				Eyes	
Social Status					7	Birth	Date			Birt	h Rank	
Birth Aspect					7	Hande	dness			Magic Resi	ístance	
CHARACTERISTIC					_		_			-		
PS MD	AG	MA	. WP	,	EN		FT	,	PC	TMR	РВ	DEF
PS: Physical Strength, MD: Ma					,		,	, EN: Er	ndurance, F	T: Fatigue, PC	: Perception, T	MR: Tactical
Movement Rate, PB: Physical B		EF: Defensiv	/e Percen	itage ((Inshielde	d Shiel	lded)					
EXPERIENCE POIN	NTS		Ar	RMO	R							
Current Tot	al	EXM	Arr	nor T	ype				Prot	AG	Comp.	WT
												
EXM: Experience Multiplier, C		, ,				,			_	ife, Armor Tu	Jpe : Type of A	rmor Worn,
Prot: Protection, AG Agility Ma	odifier, C	.omp.: Primary	j Materia	1 Comp	position of	the Item	(Wood/I	Metal), W	T: Weight			
WEAPONS AND S	HIELI	DS										
Weapon Type			RK	IV	SC	DM	CL	RG	Use	Com	p. BRK	WT
						 						
						 						
Shield Type			RK	IV	SC	DM	CL	MD	Use	Com	p. DEF	WT
- J		100									•	
RK : Rank, N : Initiative Value, 5 (]: Stríke	Chance, DM	l: Damag	e Modí	fier, CL: () : Manua	 Dexterit	ty, Use : C	ombat (Jse, C	omp.: Primary N	Material
RK : Rank, N : Initiative Value, 5 0 Composition of the Item (Wood			_						ty, (Jse : C	ombat (Jse, C	omp.: Primary N	/aterial
Composition of the Item (Wood	/Metal),		_						ty, (se : C	ombat (Jse, C	omp.: Primary N	/aterial
Composition of the Item (Wood) WEALTH (MONE)	/Metal), /)		_						Ey, Use : C	ombat (Jse, C	,	/Jaterial
Composition of the Item (Wood WEALTH (MONE) Copper	/Metal), /) WT .	BRK: Break	. Chance,		Defensive	e Modifie Gold		eight		Truesilv	ver	
Composition of the Item (Wood WEALTH (MONE) Copper	/Metal), /) WT .	BRK: Break Silver	. Chance,		Defensive WT	e Modifie Gold	er, WT : W	eight	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper	/Metal), /) WT .	BRK: Break Silver	. Chance,		Defensive WT	e Modifie Gold	er, WT : W	eight	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper	/Metal), // WT . 4 oz)	BRK: Break Silver Pennies (1)	. Chance,		Defensive WT	e Modifie Gold	er, WT : W	eight	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper Farthings (4/sp)	/Metal), /) WT . 4 oz)	BRK: Break Silver Pennies (1)	. Chance,		Defensive WT	Gold Shillin	er, WT : W	eight /tg)	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper Farthings (4/sp) (ADVENTURING S	Metal), () WT 4 oz) KILLS	BRK: Break Silver Pennies (1)	Chance,		WT (1 oz)	Gold Shillin	ngs (21/	eight /tg)	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper Farthings (4/sp) ADVENTURING S Skill	Metal), (1) WT 4 oz) Derical (3xM)	Silver Pennies (1) ived From	2/gs)	DEF:	WT (1 oz)	Gold Shillin	ngs (21/	eight /tg)	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper Farthings (4/sp) ADVENTURING S Skill Climbing	Metal Meta	Silver Pennies (1) ived From 1D)+(5×Ra	(Chance, 2/gs)	DEF:	WT (1 oz)	Gold Shillin	ngs (21/	eight /tg)	WT	Truesilv	ver	WT
Composition of the Item (Wood WEALTH (MONE) Copper Farthings (4/sp) ADVENTURING S Skill Climbing Horsemanship	Metal Meta	Silver Pennies (12 ived From MD)+(5×Ra 2+AG)/2]+	2/gs) nk) -(8xRarnk)	DEF:	WT (1 oz)	Gold Shillin	ngs (21/	eight /tg)	WT	Truesilv	ver	WT

SKILLS

Skill/Sub-skill	I	Derived From	RK	%	Description			
-								
-								
LANGUAGEG								
LANGUAGES								
LANGUAGES Speak	RK	Ability/Description			Read/Write	RK	Ability/Description	
	RK	Ability/Description			Read/Write	RK	Ability/Description	
	RK	Ability/Description			Read/Write	RK	Ability/Description	
	RK	Ability/Description			Read/Write	RK	Ability Description	
	RK	Ability/Description			Read/Write	RK	Ability/Description	
	RK	Ability/Description			Read/Write	RK	Ability/Description	
	RK	Ability/Description			Read/Write	RK	Ability/Description	
Speak					Read/Write	RK	Ability/Description	
					Read/Write	RK	Ability/Description	
Speak					Read/Write	RK	Ability/Description	
Speak					Read/Write	RK	Ability/Description	
Speak RACIAL AND SI	PECIA	AL ABILITIES						
Speak RACIAL AND SI	PECIA		of Livin					
Speak RACIAL AND SI	PECIA	AL ABILITIES	of Livin					
Speak RACIAL AND SI	PECIA	AL ABILITIES	of Livin					
Speak RACIAL AND SI	PECIA	AL ABILITIES	of Livin					

Item

Carried Where QTY WT

SHEETTHREE

Carried Where QTY WT

 $GOODS\,AND\,EQUIPMENT\,(Carried\,on\,Person, i.e.\,in\,Backpack, Sack, etc.)$

Item

							_	
				Weapon	5	Held/Slung	_	
				Armor/S		Worn/Slung	_	
				Items on		Belt	-	
					ocket/Pouch	Pocket/Pouch	_	
				Food	(Qty = No. of Days)			
				Water	(Qty = No. of Days)			
						Total	Neight	
COORCAIRE	0/11D1 = 1 = /1.	D 1.1		<i>C</i> 22	DC ADEQUIRE	/l P	. 1D	1.
tem GOODS AND L	QUIPMENT (Items or Hand/Offhand		WA	[tem	DS AND EQUIPME	NI (Items in Fock Hand/Offhand		
teni) jand/Omiand	QH	VV)	Irem) jandy Omnand	QH	VVI
	Total	Veight				Total	Neight	
	COODE AN	DEO	UPLAE	NT (O d	But Nat Camia A			
 tem	Stored Where			Item	But Not Carried)	Stored Where	OTY	WT
John The Control of t	Stores Willers	2.11	***	Jeem		Stored Where	QIII	** 1
						1	1	

SHEETFOUR

Mod	JNT/	ANIM	AL C	OMPA	NIOI	V								N	UMBI	ER. (DNE
Мо	ount/A	nimal Na	ame						S	ecies		<u> </u>	Magic Resi	istano	ce		
PS	l	MD	A	\G	M.A	\ W	VP	EN		FT		PC	TMR	PE	3	DEF	7
Descr	iption					A	rmor/B	arding	Туре			Prot	AG	(omp.	W	π
Weap	on/A	ttackTy	pe			RK	IV	5C	DM	CL	RG	Use	Com	p.	BRK	W	Т
Mod	JNT/	'ANIM	ALC	OMPA	NIOI	7	•							N	UMBI	_R. 7	WC
Мо	ount/A	nimal Na	ame						S	ecies		N	Magic Resi	istano	ce		
PS	ļ	MD	A	\G	M.A	\ W	VP .	EN		FT		PC	TMR	PE	3	DEF	3
Descr	iption					A	rmor/B	arding	Туре			Prot	AG	(omp.	W	П
Weap	on/A	ttackTy	pe			RK	IV	SC.	DM	CL	RG	Use	Com	p.	BRK	W	Т
					<i>-</i>			=		<i>(C.</i>	1 1				I	ı	
Item				W			AND E		MEN I Iten		ed on [V	(ount)	Whic	:h Mo	ount (2TY	WT
									Foo			No. of Day					
									Wa	ter	(Qty =	No. of Day	5)	7	114/	ماسانه	

SHEETFIVE

MAGIC MODIFIERS									
Situation			Modi	fier	Situa	tion			Modifier
SPELLS TALENTS	E AND PITCL	NI C							
SPELLS, TALENTS Spell Name	Code		o/	E	· C	Dunation	EVM	Description / Flast	
Deli Mame	Code	RK	%	۲	KG	Duration	LXM	Description/Effect	
MAGICAL HERBS A	NDCFNC								
MAGICALI ILKDSA	AINUULMO								