

Character Name:	
Race:	Country:
Player:	Level:
Saved Skill Points:	Saved XP:
Logistics Approval:	Date:



Edition 4.2, April 2013

CHARACTER RECORD SHEET

Combat Skills			Production Skills			Roleplaying Skills				
		50			75			80		
<input type="checkbox"/>	Body 1	1	<input type="checkbox"/>	Brew Potion	2	Production 10	Craft 10	<input type="checkbox"/>	Druid 1	4
<input type="checkbox"/>	Body 2	2	<input type="checkbox"/>	Alchemy 1	1			<input type="checkbox"/>	Druid 2	4
<input type="checkbox"/>	Body 3	3	<input type="checkbox"/>	Alchemy 2	2			<input type="checkbox"/>	Druid 3	4
<input type="checkbox"/>	Body 4	4	<input type="checkbox"/>	Alchemy 3	3			<input type="checkbox"/>	Druid 4	4
<input type="checkbox"/>	Melee Training	2	<input type="checkbox"/>	Alchemy 4	4			<input type="checkbox"/>	Druid 5	4
<input type="checkbox"/>	Melee Proficiency	3	<input type="checkbox"/>	Alchemy 5	5			<input type="checkbox"/>	Medium 1	4
<input type="checkbox"/>	Melee Expert	4	<input type="checkbox"/>	Ornamenter 1	4			<input type="checkbox"/>	Medium 2	4
<input type="checkbox"/>	Melee Master	5	<input type="checkbox"/>	Ornamenter 2	2			<input type="checkbox"/>	Medium 3	4
<input type="checkbox"/>	Two Weapon Fighting	2	<input type="checkbox"/>	Ornamenter 3	3			<input type="checkbox"/>	Medium 4	4
<input type="checkbox"/>	Two Weapon Expert	3	<input type="checkbox"/>	Ornamenter 4	4			<input type="checkbox"/>	Medium 5	4
<input type="checkbox"/>	Two Weapon Master	4	<input type="checkbox"/>	Ornamenter 5	5	<input type="checkbox"/>	Ordnained 1	4		
<input type="checkbox"/>	Great Weapon Training	2	<input type="checkbox"/>	Scribe Scroll	4	<input type="checkbox"/>	Ordnained 2	4		
<input type="checkbox"/>	Missile Training	2	<input type="checkbox"/>	Tinkerer 1	4	<input type="checkbox"/>	Ordnained 3	4		
<input type="checkbox"/>	Missile Proficiency	2	<input type="checkbox"/>	Tinkerer 2	2	<input type="checkbox"/>	Ordnained 4	4		
<input type="checkbox"/>	Missile Expert	2	<input type="checkbox"/>	Tinkerer 3	3	<input type="checkbox"/>	Ordnained 5	4		
<input type="checkbox"/>	Missile Master	2	<input type="checkbox"/>	Tinkerer 4	4	<input type="checkbox"/>	Status 1	4		
<input type="checkbox"/>	Buckler Fighting	1	<input type="checkbox"/>	Tinkerer 5	5	<input type="checkbox"/>	Status 2	4		
<input type="checkbox"/>	Shield Fighting	1	<input type="checkbox"/>	Weaponsmith 1	4	<input type="checkbox"/>	Status 3	4		
<input type="checkbox"/>	Thrown Weapon Training	2	<input type="checkbox"/>	Weaponsmith 2	2	<input type="checkbox"/>	Status 4	4		
<input type="checkbox"/>	Thrown Weapon Master	3	<input type="checkbox"/>	Weaponsmith 3	3	<input type="checkbox"/>	Status 5	4		
General Skills			<input type="checkbox"/>	Weaponsmith 4	4	Experience Awards				
		21	<input type="checkbox"/>	Weaponsmith 5	5					
<input type="checkbox"/>	Estimate Value	2	Special							
<input type="checkbox"/>	First Aid	1								
<input type="checkbox"/>	Herbalist	2								
<input type="checkbox"/>	Identify Magic	2								
<input type="checkbox"/>	Lore	2								
<input type="checkbox"/>	Advanced Lore	3								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Racial Language	1								
<input type="checkbox"/>	Read Magic	2								
Front Side Total						Date	Amount	Reason	GM	
Back Side Total										
Total										

Skill Points = (Level x 2) + 4

Craft Points and Production Points are 2 points per Skill Point

