

Notebook 10 RPG



Name: _____
 Player: _____
 Race: _____
 Gender: _____
 Birthdate: _____
 Height: _____
 Weight: _____
 Age: _____

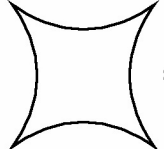
Alignment

5	4	3	2	1	0	1	2	3	4	5
Good			Neutral				Evil			

Experience

Debt	Current Total	Level
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Initiative



= + +

DEX Feats Misc

	Base	Items	Temp
STR (Strength)	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX (Dexterity)	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON (Constitution)	<input type="text"/>	<input type="text"/>	<input type="text"/>
ING (Ingenuity)	<input type="text"/>	<input type="text"/>	<input type="text"/>
FAV (Favor)	<input type="text"/>	<input type="text"/>	<input type="text"/>

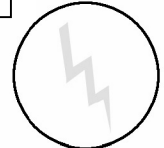
Evasion

= 5 + + + +

DEX/2 Feats Magic Shield

Shield Name: _____ / Hit Points: _____

Vitality

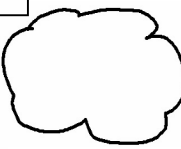


Max Dice

Buff / Upkeep Spells


Spell	Target	Cost	Spell	Target	Cost

Mana

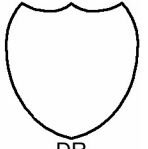


Max Dice

Speed



Armor

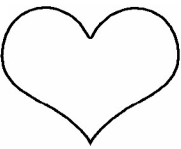


DR: _____

REDUCTION: / /

DAMAGE: / /

Life Points



10 + + + = Max

CON 1/2 LVL Feats

Saves

STR STAT: <input type="text"/> FEAT: <input type="text"/> + 1/2 LVL = <input type="text"/>	DEX STAT: <input type="text"/> FEAT: <input type="text"/> + 1/2 LVL = <input type="text"/>	CON STAT: <input type="text"/> FEAT: <input type="text"/> + 1/2 LVL = <input type="text"/>	ING STAT: <input type="text"/> FEAT: <input type="text"/> + 1/2 LVL = <input type="text"/>	FAV STAT: <input type="text"/> FEAT: <input type="text"/> + 1/2 LVL = <input type="text"/>
--	--	--	--	--

Spell DCs

5 + + = Total


ING Feat

Weapons

Weapon Name: _____ BAB + Dex/2 + Inherent + Penalties = Speed _____

Enchantments: _____ Focus Feats + Magic Bonus + Other Feats + Other Bonus = Misc _____


Damage: _____ Crit: _____ Break: _____ Type(s): _____ Range: _____ Ammo: _____



Weapon Name: _____ BAB + Dex/2 + Inherent + Penalties = Speed _____

Enchantments: _____ Focus Feats + Magic Bonus + Other Feats + Other Bonus = Misc _____


Damage: _____ Crit: _____ Break: _____ Type(s): _____ Range: _____ Ammo: _____



Weapon Name: _____ BAB + Dex/2 + Inherent + Penalties = Speed _____

Enchantments: _____ Focus Feats + Magic Bonus + Other Feats + Other Bonus = Misc _____


Damage: _____ Crit: _____ Break: _____ Type(s): _____ Range: _____ Ammo: _____



Weapon Name: _____ BAB + Dex/2 + Inherent + Penalties = Speed _____

Enchantments: _____ Focus Feats + Magic Bonus + Other Feats + Other Bonus = Misc _____

Damage: _____ Crit: _____ Break: _____ Type(s): _____ Range: _____ Ammo: _____




Wand/Staff Name: _____ BTB + ING/2 + Magic Bonus =

Enchantments: _____ Break: _____ Ammo: _____



Wand/Staff Name: _____ BTB + ING/2 + Magic Bonus =

Enchantments: _____ Break: _____ Ammo: _____



Feats

Skill Feats	Max Ranks (Level + 5)	Banked					
				3½			12½
		X		4			13
		X					
		X		4½			13½
		X		5			14
		X					
		X		5½			14½
		X		6			15
		X					
		X		6½			15½
		X		7			16
1							
				7½			16½
				8			17
				8½			17½
				9			18
				9½			18½
				10			19
				10½			19½
1½							
2				11			20
				11½			
2½							
3				12			
							X
							X
							X

Inventory

Head			
Neck		X	X
Back		X	X
Wrists		X	X
Feet		X	X
Rings		X	X
		X	X
Waist		X	X
Armor		X	X
	X	X	X
	X	X	X
	X	X	X
	X	X	X
	X	X	X
	X	X	X
	X	X	X
	X	X	X

Total Weight Carried

Encumbrance
(Total - STR x 10)

Coins	
Runic	<input style="width: 60%;" type="text"/>
Platinum	<input style="width: 60%;" type="text"/>
Gold	<input style="width: 60%;" type="text"/>
Silver	<input style="width: 60%;" type="text"/>
Copper	<input style="width: 60%;" type="text"/>

Gems

Bank	
Bank of: <input style="width: 90%;" type="text"/>	Bank of: <input style="width: 90%;" type="text"/>
<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>
<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>
<input style="width: 95%;" type="text"/>	<input style="width: 95%;" type="text"/>