

Notebook 10 RPG



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

Corruption

0 1 2 3 4 5 6 7 8 9 10

Experience

Destiny _____ Current Total _____ Level _____

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

Atra

Max Dice

Speed

Armor

DR _____

REDUCTION

DAMAGE

Life Points

10 + + + =

CON 1/2 LVL Feats Max

Saves

STR + + =

DEX + + =

CON + + =

ING + + =

FAV + + =

STAT FEAT 1/2 LVL

Spell DCs

5 + + =

ING Feat Total

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 _____ + Focus _____ 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 _____ + Focus _____ 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

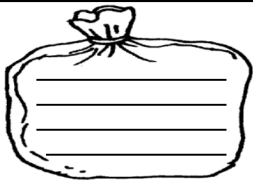
Head				
Neck			X	X
Back			X	X
Wrists			X	X
Feet			X	X
Rings			X	X
			X	X
Waist			X	X
Armor			X	X
	X		X	X
	X		X	X
	X		X	X
	X		X	X
	X		X	X
	X		X	X
	X		X	X
	X		X	X



Total Weight Carried

Encumbrance
(Total - STR x 10)

Coins	
Runic	_____
Platinum	_____
Gold	_____
Silver	_____
Copper	_____



Gems

Bank	
Bank of: _____	Bank of: _____
_____	_____
_____	_____
_____	_____