THE CHRONICLES OF

EMBER

CHARACTER RECORD SHEET

Alignment _____ Class _____

Race _____ Religion _____

Play Status _____

Character Name:

Player Name _____

Name of Character Sponsor _____

Character's Birthday _____

Hit Points	Hit Die Rolls (TIP: Keep track of damage on scratch paper!)

Level	
Current XP's	
Next Level	
MOD +/-	

	Base	Mod							PER
STR			Hit Adj.	Dmg Adj.	Max Load	Max Press	Open Doors	BB/ L.G.%	
DEX			Initiative Modifier		Hit Adjustment		AC Adjustment		
CON			HP Adj	System Shock	Res Survival		Poison Save	Regeneration	COM
INT			Extra Skills	Maximum Spell Level	Learn Spell %		Spells per Level	Spell Immunity	
WIS			Magic Defense Adjustment		Bonus Spells	Spell Failure Percentage		Spell Immunity	CP's
CHR			Max # of Henchmen		Loyalty Base	Reaction Adjustment		Comeliness Adjustment	

SAVING THROWS	Save
Paralyze/Poison/Death	
Rod/Staff/Wand	
Petrification/Polymorph	
Breath Weapon	
Spells	

Height _____' _____" Hair _____

Weight _____ Eyes _____

Equipped Weight _____ Skin/Coat _____

Age _____ Max Age _____

Sex ♂ ♀ ○ ⚥ Handedness _____

AC

Surprised/Rear	Armor Pieces	AC	Durability
Shieldless			
Touch			

WEAPON COMBAT

Weapon	Initiative Modifier	T.A.B.	Damage (SM/L)	Range	Speed	Size	Type	Style	Weight
			/						
			/						
			/						
			/						
			/						

MOVEMENT

Base _____

Light _____

Moderate _____

Heavy _____

Severe _____

Jog x2 _____

Run x3 _____

Run x4 _____

Run x5 _____

AMMUNITION

○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

Other Ammo

WEALTH

Adamant

Platinum

Gold

Silver

Bronze

Radiants

Pyramids

Copper

Gems

SPECIAL ABILITIES

FOOD

○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

WATER

○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

SKILLS & LANGUAGES

	/		/		/		/
	/		/		/		/
	/		/		/		/
	/		/		/		/
	/		/		/		/
	/		/		/		/
	/		/		/		/

#	Item Name	Location	Weight

#	Item Name	Location	Weight

B = Belt P = Backpack S = Saddlebags H = Home

Character Portrait

Rogue Abilities

Pick Pockets	______	Hide in Shadows	______
Open Locks	______	Detect Noise	______
Find/Remove Traps	______	Climb Walls	______
Move Silently	______	Read Languages	______

Clerical Turning

Skeleton or 1 HD	______
Zombie	______
Ghoul or 2 HD	______
Shadow or 3-4 HD	______
Wight or 5 HD	______
Ghast	______
Wraith or 6 HD	______
Mummy or 7 HD	______
Spectre or 8 HD	______
Vampire or 9 HD	______
Ghost or 10 HD	______
Lich or 11+ HD	______
Special	______

Character Notes

Magic Item Descriptions

Last Will and Testament

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