



Player Name: _____

Email: _____

CHARACTER NAME: _____

Race: _____

Patron Deity: _____

Character Creation Date: _____

SKILLS	Level	Points
Weapons	_____	_____
Magic: <input type="checkbox"/> Cleric <input type="checkbox"/> Mage <input type="checkbox"/> Mystic	_____	_____
Will	_____	_____
Awareness	_____	_____
Stealth	_____	_____
Wealth	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DISADVANTAGES	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

OTHER SPENT POINTS: _____
(from converted skills, etc)

TOTAL POINTS: _____
(Skills – Disadvantages + Other Spent Points)

Note: please complete Approved Traits section on back for anything requiring approval (e.g. Status, Innate Power, custom Honor codes, etc.)

GAME HISTORY

#	Game Name	XP earned	Total XP	Cash
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

#	Game Name	XP earned	Total XP	Cash
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

POINT CAP:

- Total points \geq 25 points. 4-point cap spent for these calendar years: _____
- Total points \geq 35 points. 1-point cap spent for these calendar years: _____

MIRACLES USED:

GAME HISTORY (Continued)

#	Game Name	XP earned	Total XP	Cash	#	Game Name	XP earned	Total XP	Cash

APPROVED TRAITS e.g. Status, Holy Weapon, Honor Codes, Innate Powers, Race or other trait requiring pre-approval

Trait	Chair temporary approval <small>1 game only; include game #. N/A for race</small>	Committee OK <small>(list date)</small>

POTIONS Note: Please use individual potion sheets where possible.

Potion Name	How Acquired <small>(Found, Bought, Made)</small>	Game # Acquired	Aging <small>(list each game # the character attends)</small>

MAGIC ITEMS AND TREASURE

Item	Game # Found	Value	Notes