

ABOREA

PLAYER: _____

LEVEL

NAME

RACE

PROFESSION

STRENGTH

ST

BONUS

AGILITY

AG

BONUS

+ WEAPON INI = INITIATIVE

CONSTITUTION

CO

BONUS

+ HP BY PROFESSION X LEVEL = HIT POINTS

INTELLIGENCE

IN

BONUS

+ 3 X RANK = MAGIC POINTS
(MAGE, RANGER, THIEF, WARRIOR)

CHARISMA

CH

BONUS

+ 3 X RANK = MAGIC POINTS
(BARD, PRIEST, SHAMAN)

HP

REGENERATION PER
DAY CO-BONUS +1

MP

REGENERATION
PER HOUR
ATTRIBUTE
BONUS +1

ARMOR

+ ARMOR BONUS

DP

UNUSED DP
(8 PER LEVEL)

Price	0	1	2	3	4	5	6	8	10	12	16	-	-	-	-
Attribute Stat	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Attribute Bonus	∞	-3	-2	-1	-1	0	+1	+1	+2	+2	+3	+3	+4	+4	+5

Rank (Bonus)

Skill	Cost	1	2	3	4	5	6	7	8	9	10	11	12
Aimed Spells		□	□	□	□	□	□	□	□	□	□	□	□
Artistic ()		□	□	□	□	□	□	□	□	□	□	□	□
Athletics		□	□	□	□	□	□	□	□	□	□	□	□
Influence		□	□	□	□	□	□	□	□	□	□	□	□
Knowledge ()		□	□	□	□	□	□	□	□	□	□	□	□
Knowledge ()		□	□	□	□	□	□	□	□	□	□	□	□
Knowledge ()		□	□	□	□	□	□	□	□	□	□	□	□
Magic Point Development	/	□	□	□	□	□	□	□	□	□	□	□	□
Outdoors		□	□	□	□	□	□	□	□	□	□	□	□
Perception		□	□	□	□	□	□	□	□	□	□	□	□
Riding		□	□	□	□	□	□	□	□	□	□	□	□
Spell Lists ()	/	□	□	□	□	□	□	□	□	□	□	□	□
Spell Lists ()	/	□	□	□	□	□	□	□	□	□	□	□	□
Spell Lists ()	/	□	□	□	□	□	□	□	□	□	□	□	□
Subterfuge		□	□	□	□	□	□	□	□	□	□	□	□
Swimming		□	□	□	□	□	□	□	□	□	□	□	□
Weapons ()	/	□	□	□	□	□	□	□	□	□	□	□	□
Weapons ()	/	□	□	□	□	□	□	□	□	□	□	□	□
Weapons ()	/	□	□	□	□	□	□	□	□	□	□	□	□
()	/	□	□	□	□	□	□	□	□	□	□	□	□
/	□	□	□	□	□	□	□	□	□	□	□	□	□

Weapon Weapon Group Min. ST INI Attribute CB Damage Special

Armor Min. ST Type Maneuver

Item Location Amount

Ran out of room? Just use the back!

PERSONAL

HEIGHT, AGE, GENDER, HAIR COLOR, WEIGHT
NOTABLE FEATURES, BEHAVIOR

EP

GIVEN BY GM

CAPITAL

1 GOLD FALCON (GF) =
10 TRION THALERS (TT),
100 COPPER PIECES (CP),
1,000 MUENA (MU)