EPIC ROLE PLAYING

CHARACTER LOG

Name:_____

Race/Ethnicity:_____

Occupation:_____

Titles/Rank:_____ Created on:_____

The Body

	Level
Agility (AGL)	
Beauty (BTY)	
Build (BLD)	
Might (MGT)	
Vitality (VIT)	

The Mind

	Level
Essence (ESS)	
Intuition (ITU)	
Presence (PRS)	
Reason (RSN)	
Will (WLL)	

Portrait or Symbol

Childhd/Apprnt Skills

	Talent	Level

Specialties

	Level	Total

Professional Skills

	Talent	Level

Masteries & Grandmasteries

Life Points = (20·VIT·BLD)/5

Injury Levels = each can hold up to your LP before spilling into the next box

0	1	2	3	4	5

PL Protection Level = Sum armor PLs

Ord Order = Manuevering (reaction speed) - impediment

Mv Move = Manuevering (footwork) - impediment

Evn Evasion = Manuevering (evasion) - impediment

Age:_____ Sex:_____ Hgt:_____ Wgt:_____ Handed:_____

Eyes:_____ Hair:_____

Features:_____

Description:_____

Racial Traits:_____

Unusual Traits:_____

Disposition:_____

Morals:_____

Motivations:_____

Drive:_____

_____

Homeland:_____ Social Class:_____

Languages:_____

Family Occupation:_____

Schooling/Apprenticeship:_____

Childhood Events:_____

Adolescent Events:_____

Weapons

	wgt	grp	range	impact		ord	att	dmg

ord = Manuevering(reaction speed) - weapon wgt   att = Melee/Ranged arms(weapon)
dmg = weapon impact · MGT (for melee or thrown weapons)

Ammunition

	wgt

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Items on Person

	wgt

Items in Pouch

	wgt

☐ **Total Weight** carried on person

☐ **Pack Weight** (pack on back of sheet)

Clothing & Armor

Region		wgt	PL
Legs			
Arms			
Body			
Head			
Other			
	Total PL		

Shield

	wgt	cover	mod	Block

Block = Melee arms(shielding) · shield block modifier

WL Weight Limit = 10+BLD · MGT

Impediment = each box can hold your WL in wgt

0	1	2	3	4	5

Pack:	wgt		Pack:	wgt
Total			Total	

Biography & Background

Animals

Animals	LP	PL	#Act		Evn	Ord	Att	Dmg		Move

Saddlebags	wgt		Saddlebags	wgt
Total			Total	

Campaign Notes

Acquaintances	Location