

Evolution Character Sheet

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Race: _____

Racial abilities: _____

Player's Name: ----- : _____

Character's Name: ---- : _____

Level: ----- : _____

Experience-points: --- : _____, Experience-points to level: _____

Defense: ----- : _____ Enchanted item adjustments: _____, Armor adjustments: _____, Shield adjustments: _____, Total Defense: _____

Offense: ----- : _____ Enchanted item adjustments: _____, Armor adjustments: _____, Shield adjustments: _____, Total Offense: _____

Life-points: ----- : _____ - _____

Starting Life-points: _____ Life-points added per level: _____ Note: Life-points are always restored to full when you level.

Luck: ----- : _____ - _____

You will gain 1 point of luck at level #5 (+1 additional Luck per 5 levels advanced thereafter).

Armor(s) you wear:

Class: (____) _____ Armor Defense adjustment: (____) Class Defense adjustment: (____), Value: (____)
Armor-points: (____) - _____ Special: _____

Grade: (____) _____ Armor Defense adjustment: (____) Grade Defense adjustment: (____), Value: (____)
Armor-points: (____) - _____ Special: _____

Weapons on you:

" Rank: ____ Battle Axe: Attacks per turn: 1, Damage: 1D12

" Rank: ____ Bow: Attacks with an arrow per turn: 1, Arrow Damage: 1D12

" Rank: ____ Dagger: Attacks per turn: 2, Damage: 1D6

" Rank: ____ Long Sword: Attacks per turn: 1, Damage: 1D10

" Rank: ____ Short Sword: Attacks per turn: 1, Damage: 1D8

" Rank: ____ Two-handed Sword: Attacks per turn: 1, Damage: 1D12

Steeds and Pets: Note: You can only have one steed out adventuring at a time, but you may have multiple pets.

Steed/Pet Species --- : _____

Defense ----- : _____

Offense ----- : _____

Life-points ----- : _____

Life-points per level : _____

Attacks per turn ----- : _____

Damage ----- : _____

Special ----- : _____

Notes ----- : _____

Treasure and Spells:

Silver: (_____-_____

Gold: (____)-_____

%Roll: Common Gems:

Gold value and # of each gem:

01-08: **Amethyst**(value: 1-D6 x7) ----- : 6 gold (___) 12 gold (___) 18 gold (___) 24 gold (___) 30 gold (___) 36 gold (___)

09-15: **Aquamarine** (value: 1-D6 x8) ---- : 8 gold (___) 16 gold (___) 24 gold (___) 32 gold (___) 40 gold (___) 48 gold (___)

16-25: **Augmentation Crystal**

26-30: **Bloodstone** (value: 1-D6 x10) ---- : 10 gold (___) 20 gold (___) 30 gold (___) 40 gold (___) 50 gold (___) 60 gold (___)

31-41: **Carnelian** (value: 1-D6 x4) ----- : 4 gold (___) 8 gold (___) 12 gold (___) 16 gold (___) 20 gold (___) 24 gold (___)

42-47: **Emerald**(value: 1-D6 x9) ----- : 9 gold (___) 18 gold (___) 27 gold (___) 36 gold (___) 45 gold (___) 54 gold (___)

48-64: **Malachite** (value: 1-D6 x2) ----- : 2 gold (___) 4 gold (___) 6 gold (___) 8 gold (___) 10 gold (___) 12 gold (___)

65-77: **Moonstone** (value: 1-D6 x3) ----- : 3 gold (___) 6 gold (___) 9 gold (___) 12 gold (___) 15 gold (___) 18 gold (___)

78-81: **Ruby** (value: 1-D6 x11) ----- : 11 gold (___) 22 gold (___) 33 gold (___) 44 gold (___) 55 gold (___) 66 gold (___)

82-90: **Sapphire** (value: 1-D6 x6) ----- : 6 gold (___) 12 gold (___) 18 gold (___) 24 gold (___) 30 gold (___) 36 gold (___)

91-00: **Tigers Eye** (value: 1-D6 x5) ----- : 5 gold (___) 10 gold (___) 15 gold (___) 20 gold (___) 25 gold (___) 30 gold (___)

Enchanted Items:

[illegible]

Potions:

[illegible]

Spells:

[illegible]