

## 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 3 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 -----	:	_____	_____	_____	_____	_____	_____
		_____	_____	_____	_____	_____	_____
		_____	_____	_____	_____	_____	_____

