

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 -----	:	_____	_____	_____	_____	_____	_____
		_____	_____	_____	_____	_____	_____
		_____	_____	_____	_____	_____	_____

Treasure and Spells:

Silver: ()-_____

Gold: ()-_____

%Roll: Common Gems:

01-08: **Amethyst** (value: 1-D6 x7) -----

09-15: **Aquamarine** (value: 1-D6 x8) ----

16-25: **Augmentation Crystal**

26-30: **Bloodstone** (value: 1-D6 x10) ----

31-41: **Carnelian** (value: 1-D6 x4) -----

42-47: **Emerald** (value: 1-D6 x9) -----

48-64: **Malachite** (value: 1-D6 x2) -----

65-77: **Moonstone** (value: 1-D6 x3) ----

78-81: **Ruby** (value: 1-D6 x11) -----

82-90: **Sapphire** (value: 1-D6 x6) -----

91-00: **Tigers Eye** (value: 1-D6 x5) -----

Gold value and # of each gem:

: 7 gold () 14 gold () 21 gold () 28 gold () 35 gold () 42 gold ()

: 8 gold () 16 gold () 24 gold () 32 gold () 40 gold () 48 gold ()

: 10 gold () 20 gold () 30 gold () 40 gold () 50 gold () 60 gold ()

: 4 gold () 8 gold () 12 gold () 16 gold () 20 gold () 24 gold ()

: 9 gold () 18 gold () 27 gold () 36 gold () 45 gold () 54 gold ()

: 2 gold () 4 gold () 6 gold () 8 gold () 10 gold () 12 gold ()

: 3 gold () 6 gold () 9 gold () 12 gold () 15 gold () 18 gold ()

: 11 gold () 22 gold () 33 gold () 44 gold () 55 gold () 66 gold ()

: 6 gold () 12 gold () 18 gold () 24 gold () 30 gold () 36 gold ()

: 5 gold () 10 gold () 15 gold () 20 gold () 25 gold () 30 gold ()

Enchanted Items:

Potions:

Spells:
