Skill Sheet

Player Name

Character Name

Date

Initials

Health Points		SP Total	
Armor Points		Resist Ass.	
Alchemy (B/1)		Medicine (#)	
Armor Smith (B/1)		Read/Write (y/n)	
Backstab (#)		Strength (#)	
Conceal (#)		Templar Theory (y/n)	
Hide (y/n)		Traps (#)	
Lock Smith (#)		Waylay (#)	
		Weaponsmith (B/1)	

Weapon Type	Dmg	Cap	Max Cap	Backstab Dmg

Skill	#/Batt	#/Day	1	2	3	4	5	6	7	8	9	10
Assassinate	---------		1	2	3	4	5	6	7	8	9	10
Disarm - Off			1	2	3	4	5	6	7	8	9	10
Disarm - Def			1	2	3	4	5	6	7	8	9	10
Dodge			1	2	3	4	5	6	7	8	9	10
Maim - Off			1	2	3	4	5	6	7	8	9	10
Maim - Def			1	2	3	4	5	6	7	8	9	10
Parry			1	2	3	4	5	6	7	8	9	10
Pick Pockets	---------		1	2	3	4	5	6	7	8	9	10
Pick Locks	---------		1	2	3	4	5	6	7	8	9	10
Rage			1	2	3	4	5	6	7	8	9	10
Sidestep			1	2	3	4	5	6	7	8	9	10
Slay - Off	---------		1	2	3	4	5	6	7	8	9	10
Slay - Def	---------		1	2	3	4	5	6	7	8	9	10
Res. Mind Control			1	2	3	4	5	6	7	8	9	10

Spell/Potion/Effect	Cast By	Time	Used
1			
2			
3			
4			

Race Abilities	# /batt	#/day										
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Class Abilities	# /batt	#/day	Class:									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Item 1 (ability-#)	# /batt	#/day	Item #									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Item 2 (ability-#)	# /batt	#/day	Item #									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Spell/Potion/Effect	Cast By	Time	Used
1			
2			
3			
4			
5			

Skill Sheet

Player Name

Character Name

Date

Initials

Health Points		SP Total	
Armor Points		Resist Ass.	
Alchemy (B/1)		Medicine (#)	
Armor Smith (B/1)		Read/Write (y/n)	
Backstab (#)		Strength (#)	
Conceal (#)		Templar Theory (y/n)	
Hide (y/n)		Traps (#)	
Lock Smith (#)		Waylay (#)	
		Weaponsmith (B/1)	

Weapon Type	Dmg	Cap	Max Cap	Backstab Dmg

Skill	#/Batt	#/Day	1	2	3	4	5	6	7	8	9	10
Assassinate	---------		1	2	3	4	5	6	7	8	9	10
Disarm - Off			1	2	3	4	5	6	7	8	9	10
Disarm - Def			1	2	3	4	5	6	7	8	9	10
Dodge			1	2	3	4	5	6	7	8	9	10
Maim - Off			1	2	3	4	5	6	7	8	9	10
Maim - Def			1	2	3	4	5	6	7	8	9	10
Parry			1	2	3	4	5	6	7	8	9	10
Pick Pockets	---------		1	2	3	4	5	6	7	8	9	10
Pick Locks	---------		1	2	3	4	5	6	7	8	9	10
Rage			1	2	3	4	5	6	7	8	9	10
Sidestep			1	2	3	4	5	6	7	8	9	10
Slay - Off	---------		1	2	3	4	5	6	7	8	9	10
Slay - Def	---------		1	2	3	4	5	6	7	8	9	10
Res. Mind Control			1	2	3	4	5	6	7	8	9	10

Spell/Potion/Effect	Cast By	Time	Used
1			
2			
3			
4			

Race Abilities	# /batt	#/day										
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Class Abilities	# /batt	#/day	Class:									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Item 1 (ability-#)	# /batt	#/day	Item #									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Item 2 (ability-#)	# /batt	#/day	Item #									
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10
			1	2	3	4	5	6	7	8	9	10

Spell/Potion/Effect	Cast By	Time	Used
1			
2			
3			
4			
5			