

# ELFOQUEST

## Character Sheet



### Tallies

Magic Points:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
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Hit Points:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
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### Personal Information

Player Name .....

Character's Name ..... Soul Name .....

Species ..... Tribe ..... Age .....

Gender ..... Recognized Mate .....

### Rolled Characteristics

current: STR .... CON .... SIZ .... INT .... POW .... DEX .... APP ....

original: STR .... CON .... SIZ .... INT .... POW .... DEX .... APP ....

### Derived Characteristics

Damage Bonus ..... Experience Bonus ..... Movement Rate .....

DEX strike rank modifier .... SIZ strike rank modifier .... Base Strike Rank .....

### Skills

- Animal Lore ..... %
- Climb ..... %
- Communication ..... %
- Dodge ..... %
- Elf Lore ..... %
- Healing Lore ..... %
- Human Lore ..... %
- Jump ..... %
- Language Lore ..... %
- Manipulation ..... %
- Mechanical Lore ..... %
- Mineral Lore ..... %
- Perception ..... %
- Plant Lore ..... %
- Ride ..... %
- Stealth ..... %
- Swim ..... %
- Throw ..... %
- Troll Lore ..... %

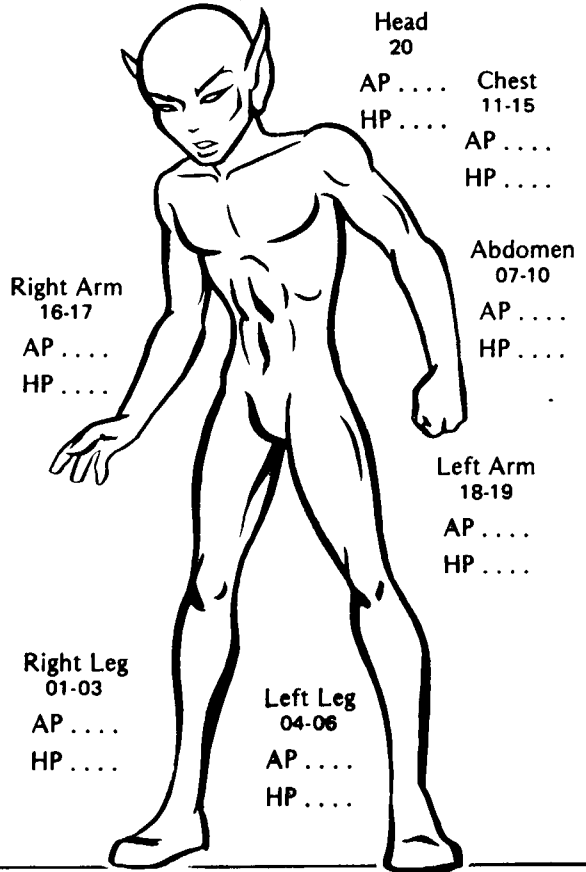
### Magic Powers

- Sending ..... %
- Magic Feeling ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- ..... %
- Special .....

### Equipment

- .....
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Missiles:	1	2	3	4	
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22



### Weapons Skills

- Weapon ..... Damage.....
- SR ....  A% ....  P% .... AP .....
- Weapon ..... Damage.....
- SR ....  A% ....  P% .... AP .....
- Weapon ..... Damage.....
- SR ....  A% ....  P% .... AP .....
- Missile ..... Damage.....
- Rate ....  A% .... Range .....
- Missile ..... Damage.....
- Rate ....  A% .... Range .....
- Shield ..... Damage.....
- SR ....  P% ....  A% .... AP .....

### Bond Beast

Name	Sex	Location	Armor/HP
STR	Species	..... / .....	..... / .....
CON	Move	DEX SRM	..... / .....
SIZ	Climb	% Dodge	%
INT	Communication	%	..... / .....
POW	Jump	% Stealth	%
DEX	Perception	%	..... / .....
APP	Total Hit Points	.....	..... / .....
Weapon	SR	A% Damage	..... / .....
.....	.....	.....	..... / .....
.....	.....	.....	..... / .....

## History and Notes