

# Character History Sheet

Character \_\_\_\_\_ Race \_\_\_\_\_  Noble

STR \_\_\_\_\_ ( ) INT \_\_\_\_\_ ( )

DEX \_\_\_\_\_ ( ) WIS \_\_\_\_\_ ( )

CON \_\_\_\_\_ ( ) CHA \_\_\_\_\_ ( )

**Term Length and Starting Age**

|                       |                         |
|-----------------------|-------------------------|
| Bael 1d6 (start )     | Half-Elf 1d8 (start 20) |
| Dwarf 1d10 (start 40) | Half-Orc 1d3 (start 14) |
| Elf 1d20 (start 110)  | Halfling 1d8 (start 20) |
| Gnome 1d10 (start 40) | Human 1d4 (start 15)    |

Background Failures \_\_\_\_\_

Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_

Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|   |   |
|---|---|
| <input type="radio"/> Survival (500 XP) <input type="radio"/> Close Call (500 XP)<br><input type="radio"/> Failed Survival (250 XP)<br><br><input type="radio"/> Bonus XP _____<br><small>(1d4 x 500 XP)</small><br><input type="radio"/> Magic Item: _____<br><br><input type="radio"/> Commission (1,000 XP)                      Nobility (1,000 XP)<br><input type="radio"/> Other: _____ | <input type="radio"/> Promotion _____<br><small>(500 XP)</small><br><input type="radio"/> Reputation _____<br><small>(500 XP)</small><br><input type="radio"/> Local Standing _____<br><small>(500 XP)</small><br><input type="radio"/> Bonus Stat: _____<br><br><input type="radio"/> Material Benefit: _____<br><br><input type="radio"/> Cash Benefit: _____ |
|---|---|

Term 1 Failures \_\_\_\_\_

Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_

Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|   |   |
|---|---|
| <input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Close Call (1,000 XP or 1,500 XP)<br><input type="radio"/> Failed Survival (2,000 XP or 3,000 XP)<br><br><input type="radio"/> Bonus XP _____<br><small>(1d4 x 1,000 XP or 1d4 x 1,500 XP)</small><br><input type="radio"/> Magic Item: _____<br><br><input type="radio"/> Commission (2,000 XP or 3,000 XP)                      Nobility (2,000 XP or 3,000 XP)<br><input type="radio"/> Other: _____ | <input type="radio"/> Promotion _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Reputation _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Local Standing _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Bonus Stat: _____<br><br><input type="radio"/> Material Benefit: _____<br><br><input type="radio"/> Cash Benefit: _____ |
|---|---|

Term 2 Failures \_\_\_\_\_

Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_

Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|   |   |
|---|---|
| <input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Close Call (1,000 XP or 1,500 XP)<br><input type="radio"/> Failed Survival (2,000 XP or 3,000 XP)<br><br><input type="radio"/> Bonus XP _____<br><small>(1d4 x 1,000 XP or 1d4 x 1,500 XP)</small><br><input type="radio"/> Magic Item: _____<br><br><input type="radio"/> Commission (2,000 XP or 3,000 XP)                      Nobility (2,000 XP or 3,000 XP)<br><input type="radio"/> Other: _____ | <input type="radio"/> Promotion _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Reputation _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Local Standing _____<br><small>(1,000 XP or 1,500 XP)</small><br><input type="radio"/> Bonus Stat: _____<br><br><input type="radio"/> Material Benefit: _____<br><br><input type="radio"/> Cash Benefit: _____ |
|---|---|

Character \_\_\_\_\_ Race \_\_\_\_\_  Noble  
Starting Years \_\_\_\_\_ Starting XP \_\_\_\_\_ Startling Level \_\_\_\_\_  
Reputation \_\_\_\_\_ Rank \_\_\_\_\_ Local Standing \_\_\_\_\_

Term \_\_\_\_\_ Failures \_\_\_\_\_  
Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_  
Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|  |  |  |
|--|--|--|
| <input type="radio"/> Survival<br>(4,000 XP or 6,000 XP)                   | <input type="radio"/> Close Call<br>(1,000 XP or 1,500 XP) | <input type="radio"/> Promotion _____<br>(1,000 XP or 1,500 XP)      |
| <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP)               |  | <input type="radio"/> Reputation _____<br>(1,000 XP or 1,500 XP)     |
| <input type="radio"/> Bonus XP _____<br>(1d4 x 1,000 XP or 1d4 x 1,500 XP) |  | <input type="radio"/> Local Standing _____<br>(1,000 XP or 1,500 XP) |
| <input type="radio"/> Magic Item: _____                                    |  | <input type="radio"/> Bonus Stat: _____                              |
| <input type="radio"/> Commission (2,000 XP or 3,000 XP)                    | <input type="radio"/> Nobility (2,000 XP or 3,000 XP)      | <input type="radio"/> Material Benefit: _____                        |
| <input type="radio"/> Other: _____   |  | <input type="radio"/> Cash Benefit: _____                            |

Term \_\_\_\_\_ Failures \_\_\_\_\_  
Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_  
Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|  |  |  |
|--|--|--|
| <input type="radio"/> Survival<br>(4,000 XP or 6,000 XP)                   | <input type="radio"/> Close Call<br>(1,000 XP or 1,500 XP) | <input type="radio"/> Promotion _____<br>(1,000 XP or 1,500 XP)      |
| <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP)               |  | <input type="radio"/> Reputation _____<br>(1,000 XP or 1,500 XP)     |
| <input type="radio"/> Bonus XP _____<br>(1d4 x 1,000 XP or 1d4 x 1,500 XP) |  | <input type="radio"/> Local Standing _____<br>(1,000 XP or 1,500 XP) |
| <input type="radio"/> Magic Item: _____                                    |  | <input type="radio"/> Bonus Stat: _____                              |
| <input type="radio"/> Commission (2,000 XP or 3,000 XP)                    | <input type="radio"/> Nobility (2,000 XP or 3,000 XP)      | <input type="radio"/> Material Benefit: _____                        |
| <input type="radio"/> Other: _____   |  | <input type="radio"/> Cash Benefit: _____                            |

Term \_\_\_\_\_ Failures \_\_\_\_\_  
Path \_\_\_\_\_ Occupation or Event \_\_\_\_\_ Risk \_\_\_\_\_  
Years \_\_\_\_\_ Total Years \_\_\_\_\_ XP \_\_\_\_\_ Total XP \_\_\_\_\_ Level \_\_\_\_\_

|  |  |  |
|--|--|--|
| <input type="radio"/> Survival<br>(4,000 XP or 6,000 XP)                   | <input type="radio"/> Close Call<br>(1,000 XP or 1,500 XP) | <input type="radio"/> Promotion _____<br>(1,000 XP or 1,500 XP)      |
| <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP)               |  | <input type="radio"/> Reputation _____<br>(1,000 XP or 1,500 XP)     |
| <input type="radio"/> Bonus XP _____<br>(1d4 x 1,000 XP or 1d4 x 1,500 XP) |  | <input type="radio"/> Local Standing _____<br>(1,000 XP or 1,500 XP) |
| <input type="radio"/> Magic Item: _____                                    |  | <input type="radio"/> Bonus Stat: _____                              |
| <input type="radio"/> Commission (2,000 XP or 3,000 XP)                    | <input type="radio"/> Nobility (2,000 XP or 3,000 XP)      | <input type="radio"/> Material Benefit: _____                        |
| <input type="radio"/> Other: _____   |  | <input type="radio"/> Cash Benefit: _____                            |

# Benefit Worksheet

|   |   |
|---|---|
| <p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6)<br/>(+1 for R4-R5 +2 R6)<br/>(+1 for L4-L5 +2 L6)<br/>( U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p><b>Benefits:</b></p> | <p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6)<br/>(+1 for R4-R5 +2 R6)<br/>(+1 for L4-L5 +2 L6)<br/>( U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p><b>Benefits:</b></p> |
| <p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6)<br/>(+1 for R4-R5 +2 R6)<br/>(+1 for L4-L5 +2 L6)<br/>( U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p><b>Benefits:</b></p> | <p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6)<br/>(+1 for R4-R5 +2 R6)<br/>(+1 for L4-L5 +2 L6)<br/>( U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p><b>Benefits:</b></p> |

## Stat Worksheet

|            |  | Events |     |      |     |      |     |      |     |      |     |      |     |
|------------|--|--------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
|            |  |        |     |      |     |      |     |      |     |      |     |      |     |
|            |  | Stat   | Mod | Stat | Mod | Stat | Mod | Stat | Mod | Stat | Mod | Stat | Mod |
| <b>Str</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Dex</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Con</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Int</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Wis</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Cha</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |

|            |  | Events |     |      |     |      |     |      |     |      |     |      |     |
|------------|--|--------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
|            |  |        |     |      |     |      |     |      |     |      |     |      |     |
|            |  | Stat   | Mod | Stat | Mod | Stat | Mod | Stat | Mod | Stat | Mod | Stat | Mod |
| <b>Str</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Dex</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Con</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Int</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Wis</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |
| <b>Cha</b> |  |        |     |      |     |      |     |      |     |      |     |      |     |

*For Aging Effects See Table 6-5 in the Player's Hand Book, pg 109.*