THUNDER
Classic Roleplaying

Character Sheet

(Character Name) _____ (Class) _____

(Level) _____ (Race) _____ (Ethos) _____ (Nature) _____

(Gender) _____ (Height) _____ (Weight) _____ (Age) _____ (Hair Color) _____

(Eye Color) _____ (Player Name) _____

(Other Notes) _____

Attributes

Attributes Score						
Attribute Name	STR (STRENGTH)	DEX (DEXTERITY)	TOU (TOUGHNESS)	INS (INSIGHT)	INT (INTELLECT)	PER (PERSONA)

ATTRIBUTE Bonus						
CLASS Bonus						
Secondary Attributes	BRA	AGI	END	WIL	REA	PSY
SIMPLE Check						
Secondary Attributes	BRA	AGI	END	WIL	REA	PSY
LEVEL Bonus						
Standard Check						

Defense

	Total		Armor	Shield	Dex	Natural	Misc
Armor Class		10 +					

Touch AC		Flat Footed		Move		Initiative	

Hit Points _____

Recovery Points _____

Armor & Shield

Armor	TYPE	AC	Move	AP
Shield	TYPE	AC	Move	AP

Skills & Proficiencies

Martial Proficiencies	#/Lv	1/
None-Weapon Proficiencies Penalty	-	
Skills	#/Lv	1/

Base Attack _____

SKILLS

Skill	Check
☐ Acrobatics ■	AGI
☐ Appraise ■	REA
☐ Athletics ■	BRA
☐ Concentration ■	WIL
☐ Craft _____ ■	REA
☐ Decipher Script	REA
☐ Deceive ■	PSY
☐ Disable Device	REA
☐ Disguise ■	PSY
☐ Escape Artist ■	AGI
☐ Forgery ■	REA
☐ Gather Information ■	PSY
☐ Grapple ■	BRA
☐ Handle Animal	PSY
☐ Heal ■	WIL
☐ Herbalism	AGI
☐ Intimidate ■	PSY
☐ Knowledge (Engine.)	REA
☐ Knowledge (Geogra.)	REA
☐ Knowledge (History)	REA
☐ Knowledge (Local)	REA
☐ Knowledge (Magic)	REA
☐ Knowledge (Miracle)	REA
☐ Knowledge (Nature)	REA
☐ Knowledge (Nobility)	REA
☐ Knowledge (Planes)	REA
☐ Knowledge (Religion)	REA
☐ Knowledge (Ruins)	REA
☐ Knowledge (Undead)	REA
☐ Linguistics	REA
☐ Persuade ■	PSY
☐ Perception ■	WIL
☐ Perform	PSY
☐ Ride ■	BRA
☐ Sense Motive ■	REA
☐ Sleight of Hand	AGI
☐ Sneak ■	AGI
☐ Survival _____ ■	WIL
☐ Swim	END
☐ Thaumaturgy	REA
☐ Use Rope ■	AGI
☐ _____	____
☐ _____	____
☐ _____	____
☐ _____	____

Weapon

Weapon	Weapon Speed	Attack	Extra Attack	Damage
Range/Reach	Type	Weight	Notes	

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Racial Information

Racial Hit Points _____, **Racial Hit Die** _____

Languages: _____

_____

Vision: _____

Resistances, Bonuses, and Abilities

TREASURE

				Money	
PP	EP	GP	*SP*	BP	CP

Gems

10SP	50SP	100SP	500SP	1000S	10000S

Notes

XP

Character Background

Class Abilities

Magic

Spell Pool	Reserve Pool	Creation Points

Modifiers:

Item	Enc.	Item	Enc.	Item	Enc.
Total Encumbrance	__	Total Encumbrance	__	Total Encumbrance	__

Magic Items **Magic Score** MS = 10 + End+1/2lvl

Item	MR	Item	MR	Item

Enc.

Mount Type:

Name:
Type:
Armor:
Armor Class:
Hit Points:
Move:

Notes