

PLAYER NAME:

LEVEL _____

ENERGY POINTS _____
(50 pts at level 1. Add 25 more per level)

DRUIDAWN[®] CHARACTER SHEET

CHARACTER NAME:

NICK OR CODE NAME:

AGE:

GENDER:

HAIR COLOR:

HEIGHT (not higher than 12 ft.):

WEIGHT (not more than 600lbs):

EYE COLOR:

DISTINGUISHING FEATURES (fur, feathers, tattoos, scars, wings, etc.):

AVERAGE CLOTHING:

OCCUPATION:

RACE (Elf, Wizard, Shape Shifter, Elemental):

LIFESPAN:

HEALTH STATUS:

FAMILY INFO:

Parents:

Financial Status:

Siblings:

Marital Status:

SPECIAL POWERS (you may have only one additional power per level):

WEAKNESSES (you must have at least one weakness or fear per level):

ATTRIBUTES: (At level 1, you may have 110 points to distribute as you wish, but you may not have anything higher than 20 or lower than 5. At level 2: 120 pts. At level 3: 130 pts. At level 4: 140 pts. At level 5: 150pts. etc. The highest possible on any one attribute at level 10 is 40 pts.)

Leadership _____

Compassion _____

Charm _____

Speed _____

Stealth _____

Strength _____

Humor _____

Wisdom _____

Intelligence _____

Willpower _____

Aim _____

Luck _____

SPECIAL SKILLS AND UNIQUE PERSONALITY TRAITS (must include what your character eats):

HISTORY (Where did your character come from? What happened in his/her childhood?):

PERSONAL TRAGEDY (What is your character sad about?):

PERSONAL TRIUMPH (What is your character most proud of?):

GOALS IN LIFE:

PETS OR SIDEKICKS (list companions here – you will need to fill out a separate Pet Sheet for each):

ADDITIONAL NOTES:

MORALITY (is character good, evil, neutral? And to what degree?):

ACCUMULATED CURRENCY: \$ _____

Automatic (you might gain more than this as the game goes on, but here is what you start with):

Level 1:	160 jigs	Level 6:	2 crylls
Level 2:	10 sikes	Level 7:	4 crylls
Level 3:	30 sikes	Level 8:	8 crylls
Level 4:	50 sikes	Level 9:	14 crylls
Level 5:	25 sikes, 1 cryll	Level 10:	20 crylls

Currency exchange rate:

40 jigs = 1 sike

50 sikes = 1 cryll

ITEMS (list your purchased items from the store for each level here – use additional paper if needed):