

# LARP Adventures – Character Sheet

Player: \_\_\_\_\_ Emergency Contact: \_\_\_\_\_

Character Name: \_\_\_\_\_ Race: \_\_\_\_\_ First Event Date: \_\_\_\_\_

Character Title: \_\_\_\_\_ Faction: \_\_\_\_\_

Master / Fealty: \_\_\_\_\_ Deity/Religion: \_\_\_\_\_

Homeworld: \_\_\_\_\_ Tier: 

1	2	3	4	5	6	7	8	9	10
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## Wizard Skill Path

Skill	Tier	Date Taken
Basic Weapon Proficiency	0	
Kindle Flame/Torch	0	
Sense Arcana	0	
Read/Write Arcana	0	
Darkness	0	
Light	0	
Repair - Minor	1	
Divine Arcana	1	
Arcane Armor I	1	
Ward Location	1	
Wizard's Staff	1	
Scrolls & Potions	2	
Comprehend Language	2	
Protection From Fire	2	
Protection From Ice	2	
Repair - Major	3	
Arcane Armor II	3	
Speak Language	3	
Iron Shod Wizard's Staff	3	
Magic Shield	3	
Magic Missile	3	
Speak with Dead	3	
Break Arcana	4	

Skill	Tier	Date Taken
Mind Shield	4	
Anti-Magic Aura	4	
Lightning Bolt	4	
Mental Duel	4	
Animate Dead	4	
Create Undead Knight	4	
Enchant Weapon/Item	5	
Pouch Spell	5	
Steady Spell	5	
Silent Spell	5	
Summon Creature	5	
Fireball	5	
Animate Group of Dead	5	
Banish Creature	6	
Disintegrate	6	
Wall of Ice	6	
Ice Storm	6	
Necrotic Blast	6	
Modify Memory	6	
Disguise Person	6	
Mass Repair	6	
Spell Sword	6	

## Multiclass/Bonus Skills

For Skills in multiple Classes, specify which Class Path (Warrior, Rogue, Healer, or Wizard)



## Journal Progress – Tiers and Skill Points

Fill out one row per event. You level up Tiers with number of events. Skill Points (SP) earned vary by the nature of events. You earn 1 SP for a day event, 2 SP for a campout, or 3 SP for a festival (rare). In addition, if you NPC, you gain 1 SP or may be awarded SP for other reasons. You may spend any number of SP per event that you have. The cost of skills is the same as its Tier (e.g., a Tier 2 Skill is 2 SP.)

Event	Date	Skill Pts	Pts Used	Balance	Event	Date	Skill Pts	Pts Used	Balance
Tier 0 Event					Tier 7 Event				
Tier 1 Event					Tier 7 Event				
Tier 1 Event					Tier 7 Event				
Tier 2 Event					Tier 8 Event				
Tier 2 Event					Tier 8 Event				
Tier 2 Event					Tier 8 Event				
Tier 3 Event					Tier 8 Event				
Tier 3 Event					Tier 8 Event				
Tier 3 Event					Tier 8 Event				
Tier 3 Event					Tier 8 Event				
Tier 4 Event					Tier 8 Event				
Tier 4 Event					Tier 8 Event				
Tier 4 Event					Tier 9 Event				
Tier 4 Event					Tier 9 Event				
Tier 4 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 5 Event					Tier 9 Event				
Tier 6 Event					Tier 9 Event				
Tier 6 Event					Tier 10 Event				
Tier 6 Event					Tier 10 Event				
Tier 6 Event					Tier 10 Event				
Tier 6 Event					Tier 10 Event				
Tier 6 Event					Tier 10 Event				
Tier 6 Event					Tier 10 Event				
Tier 7 Event					Tier 10 Event				
Tier 7 Event					Tier 10 Event				
Tier 7 Event					Tier 10 Event				
Tier 7 Event					Tier 10 Event				
Tier 7 Event					Tier 10 Event				

## Healer's Spellbook – Casting Counts

Spell Name	Use Per Day	Uses
Sense Holy/Cursed	3 + (1 per Tier)	
Heal - Minor	3 + (1 per Tier)	
Sanctify/Defile Location	1 per Tier	
Detect Disease	3 + (1 per Tier)	
Detect Poison	3 + (1 per Tier)	
Divine Holy/Cursed	3 + (1 per Tier)	
Bless	3 + (1 per Tier)	
Heal – Major	3 + (1 per Tier)	
Cure Poison	1 + 1 per Tier	
Scrolls & Potions	Highest Tier ability	
Holy Armor I	1 + (1 per Tier)	
Remove Curse/Blessing	1 + (1 per Tier)	
Heal Group - Minor	1 + (1 per Tier)	
Self Sacrifice	1 per day	
Heal Senses	1 + (1 per Tier)	
Forestall Death	1 + (1 per Tier)	
Compel Truth	1 + (1 per Tier)	
Inflict Wounds/Sp. Hammer	1 + (1 per Tier)	
Speak with Dead	1 + (1 per Tier)	
Cure Disease	1 + (1 per Tier)	
Holy Armor II	1 + (1 per Tier)	

Spell Name	Use Per Day	Uses
Speak with Dead	1 + (1 per Tier)	
Cure Disease	1 + (1 per Tier)	
Holy Armor II	1 + (1 per Tier)	
Augury	1 per day	
Bless/Curse Weapon	1 + (1 per Tier)	
Hold Person	1 + (1 per 2 Tiers)	
Animate Dead	1 + (1 per 2 Tiers)	
Create Undead Knight	1 + (1 per 2 Tiers)	
Resurrection	1 + (1 per Tier)	
Heal Group - Major	1 + (1 per Tier)	
Smite	3, once per combat	
Warp Wood/Decay	1 + (1 per 2 Tiers)	
Animate Group of Dead	1 + (1 per 2 Tiers)	
Necrotic Blast	1 + (1 per 2 Tiers)	
Spiritual Ray	1 + (1 per 2 Tiers)	
Restore Memory		
Instaheal	1 + (1 per Tier)	
Healer's Chant	1 per event	
Words of Curse	1 per event	
Healing Ray	1 + (1 per Tier)	

## Wizard's Spellbook – Casting Counts

Spell Name	Use Per Day	Uses
Sense Arcana	3 + (1 per Tier)	
Repair - Minor	3 + (1 per Tier)	
Divine Arcana	1 per Tier	
Arcane Armor I	1 + (1 per Tier)	
Ward Location	1 per Tier	
Scrolls & Potions	Highest Tier ability	
Comprehend Language	3 + (1 per Tier)	
Protection from Fire	1 per Tier	
Protection from Ice	1 per Tier	
Repair - Major	3 + (1 per Tier)	
Arcane Armor II	1 + (1 per Tier)	
Speak Language	3 + (1 per Tier)	
Magic Shield	1 + (1 per Tier over Tier 3)	
Magic Missile	3 + (1 per Tier)	
Speak with Dead	1 + (1 per Tier)	
Break Arcana	1 + (1 per Tier)	
Mind Shield	1 + (1 per Tier over Tier 4)	
Anti-Magic Aura	1 per Tier	

Spell Name	Use Per Day	Uses
Lightning Bolt	1 + (1 per Tier)	
Mental Duel	1 + (1 per Tier over Tier 4)	
Animate Dead	1 + (1 per 2 Tiers)	
Create Undead Knight	1 + (1 per 2 Tiers)	
Enchant Weapon/Item	1 + (1 per Tier over Tier 5)	
Pouch Spell	1 + (1 per Tier)	
Steady Spell	1 + (1 per Tier)	
Silent Spell	1 + (1 per Tier)	
Summon Creature	1 + (1 per Tier over Tier 5)	
Fireball	1 + (1 per Tier)	
Animate Group of Dead	1 + (1 per 2 Tiers)	
Banish Creature	1 + (1 per Tier over Tier 5)	
Disintegrate	1 + (1 per Tier)	
Necrotic Blast	1 + (1 per 2 Tiers)	
Modify Memory	1 + (1 per Tier over Tier 6)	
Ice Storm		
Disguise Person		
Mass Repair	1 + (1 per Tier over Tier 6)	