

CARPS - Ironguard Campaign Character Sheet (Cover Page)

Player Name:	
Street:	
City:	
State/Zip:	
Phone #:	
E-mail:	

Character Name:	
Character Race:	

Elemental Access	
Major:	
Specialty:	
Minor:	

Sense Magic
(How to Determine What Level You are Sensed at)
$\text{Base } 12 - \text{Spell Tiers} - (\text{Spell Intensity})/2 - (\text{Spell Power})/2 - (\text{Augmentation})/2 - (\text{Mysticism})/2 + \text{Meditation}$ <p style="text-align: center; margin: 0;">so</p> $12 - _ - _ - _ - _ - _ + _ = _$

Disenchant
(How to Determine What Level Disenchants You)
$\# \text{ of Shield Hooks} + \# \text{ of Enchantment Hooks} + 1$ <p style="text-align: center; margin: 0;">so</p> $_ + _ = _$

Waiver
<p>While playing at Central Action Role Playing System (CARPS), I understand and willfully and knowingly accept that CARPS is a contact sport and that injuries can occur. I therefore will not hold CARPS, nor anyone working for or associated with CARPS, liable unless that person has purposefully broken one of the safety rules. I understand that alcohol (as well as any drug or narcotic) is strictly prohibited from the game site.</p>
Player Signature:

Event (Month):			
Character Points (Total)			
Spent:			
Unspent:			
Char. Points Earned			
Friday Eve: (4)			
Friday Night: (1)			
Saturday Day: (4)			
Saturday Eve: (4)			
Saturday Night: (1)			
Evaluation Form: (1)			
Cabin Race (1)			
Journal: (1-3)			
Other:			
Total Char. Points Earned:			
Base Life Points:			
Life Points (Toughness):			
Costume Points:			

Merits, Flaws, & Plot Related Boons
<p>To be listed at the very top of your skill sheet.</p> <p>Flaws SUBTRACT from total character points spent.</p>

Money	Special Items (Armor, Weapons, Spell Books, Magic Items, Animals, Land, etc)
Nick:	
Pemb:	
Verlan:	
Wald:	
Bar:	
Gems	

Notes

Goals