

CHARACTER

CHARACTER SHEET

PLAYER NAME

CHARACTER STRENGTHS

		adds	
LOVE	LO	___	___
JOY	JO	___	___
PEACE	PE	___	___
PATIENCE	PA	___	___
KINDNESS	KI	___	___
GOODNESS	GO	___	___
FAITHFULNESS	FA	___	___
GENTLENESS	GE	___	___
SELF-CONTROL	SC	___	___

CHARACTER ABILITIES

		adds	
COURAGE	CO	___	___
ENDURANCE	EN	___	___
HOPE	HO	___	___
KNOWLEDGE	KN	___	___
LISTENING	LIS	___	___
QUIET MOVEMENT	QM	___	___
VISION	VIS	___	___
WISDOM	WIS	___	___
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPON ABILITIES

		adds	damage
SOLO BATTLE (SB)	___	___	(varies)
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DEFENSIVE ABILITIES

		adds	
EVADE ENEMY	EE	___	___
RECOVER FROM INJURY	RFI	___	___
RESIST TORTURE	RT	___	___

ARMOR

		adds	
BELT OF TRUTH	BT	___	___
BREASTPLATE OF RIGHTEOUSNESS	BR	___	___
SHIELD OF FAITH	SF	___	___
HELMET OF SALVATION	HS	___	___
SWORD OF THE SPIRIT	SS	___	___
BOOTS OF THE GOSPEL OF PEACE	BGP	___	___

PHYSICAL ATTRIBUTES

		adds	
PHYSICAL VITALITY	PV	___	___
STRENGTH	ST	___	___
AGILITY	AG	___	___

SUCCESS GRID

		DIFFICULTY LEVEL									
		1	2	3	4	5	6	7	8	9	10
ABILITY RATING	1	45	55	65	75	85	95	—	—	—	—
	2	40	50	60	70	80	90	—	—	—	—
	3	35	45	55	65	75	85	95	—	—	—
	4	30	40	50	60	70	80	90	—	—	—
	5	25	35	45	55	65	75	85	95	—	—
	6	20	30	40	50	60	70	80	90	—	—
	7	15	25	35	45	55	65	75	85	95	—
	8	10	20	30	40	50	60	70	80	90	—
	9	10	15	25	35	45	55	65	75	85	95
	10	10	10	20	30	40	50	60	70	80	90
	11	10	10	15	25	35	45	55	65	75	85
	12	10	10	10	20	30	40	50	60	70	80
	13	10	10	10	15	25	35	45	55	65	75
	14	10	10	10	10	20	30	40	50	60	70
	15	10	10	10	10	15	25	35	45	55	65
	16	10	10	10	10	10	20	30	40	50	60
	17	10	10	10	10	10	15	25	35	45	55
	18	10	10	10	10	10	10	20	30	40	50
	19	10	10	10	10	10	10	15	25	35	45
	20	10	10	10	10	10	10	10	20	30	40

1 - 5 Chart

- A StarLot roll of: 1 or 2 = 1
- A StarLot roll of: 3 or 4 = 2
- A StarLot roll of: 5 or 6 = 3
- A StarLot roll of: 7 or 8 = 4
- A StarLot roll of: 9 or 10 = 5

LOVE: The ability to be selfless in the example of the OverLord	JOY: The ability to be content because the OverLord is at work	PEACE: The ability to be calm because the OverLord is with you	PATIENCE: The ability to be steadfast under difficult circumstances
KINDNESS: The ability to be available for the OverLord's service	GOODNESS: The ability to do what is right in the Over-Lord's will	FAITHFULNESS: The ability to be loyal to the OverLord	GENTLENESS: The ability to be humble in responding to others
SELF-CONTROL: The ability to be in control of yourself	SWORD OF THE SPIRIT	SPECIAL ITEMS	
WOUNDS PV _____		SPECIAL WORDRUNES USED Ultimate Hope W/R <input type="checkbox"/> (used once per character) Back On Track W/R <input type="checkbox"/> <input type="checkbox"/> (used twice per character) Life Verse W/R (used once per session) _____	

STANDARD EQUIPMENT	NOTES
Leather Backpack	_____
Traveling Cloak	_____
Change of Clothes	_____
Large Knife	_____
Tinderbox	_____
Bandages	_____
Candles (5)	_____
Cooking Utensils	_____
Hat and Scarf	_____
Bedroll	_____
Hatchet	_____
Water Skin	_____
25' Rope	_____
Scroll from the Sacred Scrolls	_____
Food Stuffs (for 1 week)	_____

LIGHTRIDER WORKSHEET

CHARACTER STRENGTHS

LOVE	LO	_____
JOY	JO	_____
PEACE	PE	_____
PATIENCE	PA	_____
KINDNESS	KI	_____
GOODNESS	GO	_____
FAITHFULNESS	FA	_____
GENTLENESS	GE	_____
SELF-CONTROL	SC	_____

PHYSICAL ATTRIBUTES

PHYSICAL VITALITY (PV) = Add all Character Strengths and divide by 2 (drop all remainders).
NOTE: A PV of 19 is required to become a LightRaider (reroll character if less than 19).

STRENGTH (ST) = Roll of StarLot

AGILITY (AG) = Roll of StarLot

ARMOR

BELT OF TRUTH (BT) = Your Knowledge Character Ability

BREASTPLATE OF RIGHTEOUSNESS (BR) = Goodness Character Strength

SHIELD OF FAITH (SF) = Add all Character Strengths and divide by 9 (drop all remainders)

HELMET OF SALVATION (HS) = Your Hope Character Ability

SWORD OF THE SPIRIT (SS) = 1 (All players begin with 1)

BOOTS OF THE GOSPEL OF PEACE (BGP) = (LO + JO + PE + GO + FA) + 5

CHARACTER ABILITIES

COURAGE (CO):

LO	x 1 =	_____
JO	x 1 =	_____
GO	x 1 =	_____
FA	x 1 =	_____
SC	x 1 =	_____
TOTAL _____		
Divide by 5 = _____		

ENDURANCE (EN):

JO	x 1 =	_____
PE	x 1 =	_____
PA	x 2 =	_____
FA	x 1 =	_____
SC	x 2 =	_____
TOTAL _____		
Divide by 7 = _____		

HOPE (HO):

JO	x 3 =	_____
PE	x 1 =	_____
PA	x 1 =	_____
FA	x 1 =	_____
TOTAL _____		
Divide by 6 = _____		

KNOWLEDGE (KN):

JO	x 1 =	_____
PA	x 1 =	_____
GO	x 1 =	_____
FA	x 1 =	_____
TOTAL _____		
Divide by 4 = _____		

LISTENING (LIS):

PE	x 2 =	_____
PA	x 1 =	_____
SC	x 1 =	_____
TOTAL _____		
Divide by 4 = _____		

QUIET MOVEMENT (QM):

PE	x 1 =	_____
PA	x 1 =	_____
SC	x 1 =	_____
EN	x 1 =	_____
TOTAL _____		
Divide by 4 = _____		

VISION (VIS):

PA	x 1 =	_____
FA	x 1 =	_____
HO	x 1 =	_____
TOTAL _____		
Divide by 3 = _____		

WISDOM (WIS):

LO	x 3 =	_____
JO	x 1 =	_____
PE	x 1 =	_____
KI	x 1 =	_____
GO	x 1 =	_____
GE	x 1 =	_____
TOTAL _____		
Divide by 8 = _____		

WEAPON ABILITIES

SOLO BATTLE (SB):

PE	x 1 =	_____
EN	x 1 =	_____
CO	x 2 =	_____
TOTAL _____		
Divide by 4 = _____		

Pick three (See LRHB for more information on weapons):

BATTLE AXE = (HO + CO + EN + HE + ST) + 5

CROSSBOW = (HO + VIS + ST + PA) + 4

DAGGER = (CO + SC + SB + AG) + 4

FLAIL = (HO + CO + EN) + 3

HAND AXE = (HO + CO + SB) + 3

HAND-TO-HAND BATTLE = (SC + CO + EN + SB + ST + AG) + 6

LANCE = (CO + EN + SE + SB) + 4

LONGBOW = (HO + VIS + ST + QM) + 4

MILITARY FORK = (CO + EN + SE + SC) + 4

QUARTERSTAFF = (HO + CO + SB + AG) + 4

SLING = (HO + CO + SC) + 3

SPEAR = (CO + EN + SE + SB) + 4

SWORD = (CO + EN + SB + AG) + 4

WAR HAMMER = (HO + CO + EN + HE) + 4

OPTIONAL CHARACTER ABILITIES

Pick three of the following:

BLEND WITH SURROUNDINGS (BWS):

SC ___ x 2 = ___
PA ___ x 1 = ___
EN ___ x 2 = ___

TOTAL ___
Divide by 5 ___

CLIMB SKILLFULLY (CLS):

JO ___ x 1 = ___
PE ___ x 1 = ___
PA ___ x 1 = ___
SC ___ x 2 = ___
EN ___ x 1 = ___
CO ___ x 1 = ___

TOTAL ___
Divide by 7 ___

CONVERSE WITH ANIMALS (CA):

JO ___ x 1 = ___
KI ___ x 1 = ___
GE ___ x 1 = ___

TOTAL ___
Divide by 3 ___

HATRED OF EVIL (HE):

LO ___ x 1 = ___
GO ___ x 3 = ___
FA ___ x 2 = ___
KN ___ x 1 = ___
WIS ___ x 1 = ___

TOTAL ___
Divide by 8 ___

MERCIFUL COMPASSION (MC):

LO ___ x 1 = ___
PA ___ x 1 = ___
KI ___ x 2 = ___
GE ___ x 1 = ___

TOTAL ___
Divide by 5 ___

PERSUADE FOE (PF):

FA ___ x 2 = ___
SC ___ x 1 = ___
KN ___ x 1 = ___
WIS ___ x 2 = ___
CO ___ x 1 = ___

TOTAL ___
Divide by 7 ___

RIGHTEOUSLY MINGLE WITH EVIL (RME):

LIS ___ x 1 = ___
SB ___ x 1 = ___
RT ___ x 1 = ___
GE ___ x 1 = ___
HE ___ x 2 = ___
KI ___ x 1 = ___

TOTAL ___
Divide by 7 ___

SENSE EVIL (SE):

GO ___ x 2 = ___
KN ___ x 1 = ___
CO ___ x 1 = ___

TOTAL ___
Divide by 4 ___

TALK WITH LOCALS (TL):

LO ___ x 1 = ___
KI ___ x 2 = ___
GO ___ x 1 = ___
GE ___ x 2 = ___

TOTAL ___
Divide by 6 ___

TRACK ENEMY (TE):

JO ___ x 1 = ___
PA ___ x 1 = ___
SC ___ x 1 = ___

TOTAL ___
Divide by 3 ___

WATER MOVEMENT (WM):

JO ___ x 1 = ___
SC ___ x 1 = ___
EN ___ x 2 = ___
CO ___ x 1 = ___

TOTAL ___
Divide by 5 ___

DEFENSIVE ABILITIES

EVADE ENEMY (EE):

PE ___ x 1 = ___
PA ___ x 1 = ___
SC ___ x 1 = ___

TOTAL ___
Divide by 3 ___

RECOVER FROM INJURY (RFI):

HO ___ x 3 = ___
CO ___ x 1 = ___
EN ___ x 1 = ___

TOTAL ___
Divide by 5 ___

RESIST TORTURE (RT):

JO ___ x 1 = ___
FA ___ x 2 = ___
SC ___ x 1 = ___
HO ___ x 1 = ___
CO ___ x 1 = ___
EN ___ x 1 = ___

TOTAL ___
Divide by 7 ___

CHARACTER STRENGTHS

(Copy values from front side of worksheet)

LOVE	LO	___
JOY	JO	___
PEACE	PE	___
PATIENCE	PA	___
KINDNESS	KI	___
GOODNESS	GO	___
FAITHFULNESS	FA	___
GENTLENESS	GE	___
SELF-CONTROL	SC	___

BATTLE WORKSHEET

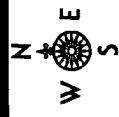
EXAMPLE: Attack Roll
 Defense Roll

LIGHTRAIDERS	Notes	Current PV	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10	Round 11	Round 12
1														
2														
3														
4														
5														
6														
OPPONENTS	Battle Statistics	Current PV	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10	Round 11	Round 12
1														
2														
3														
4														
5														
6														
7														
8														

- BATTLE ROUNDS:**
1. Declaration
 2. Battle
 3. Action
 4. Movement

- INJURY RESULTS:**
1. Wounded *Must pass Endurance check at Difficulty Level 3 in order to travel*
 2. Seriously Wounded (PV of 6 to 10) *Must pass Endurance at Difficulty Level 8 in order to travel*
 3. Critically Wounded (PV of 5 or less) *Cannot travel or fight*
 4. Unconscious (PV of 1 to 3)
 5. Dead (PV of 0)

BATTLE GRID	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87



When both used, designate Grid A and Grid B. DELUXE GRID—USE FOR "A" AND "B" BATTLE GRIDS