

# Nemesyn Hero's Journal

*Hero* Keeper Dropsummit
   *Race* Human
   *Origin* Essen  
*Size* M
   *WT* 155
   *Infamy* 0
   *Honor* 0
   *Reward* 0
   *Legend* 1

## Strength

7  
7

ATHLETICS  
 STAMINA  
 SPIRIT

## Agility

9  
9

AEROBATICS  
 STEALTH  
 SLIGHT OF HAND

## Charm

8  
8

DECEPTION  
 ANIMAL HANDLING  
 COMPASSION

## Intellect

8  
8

INVESTIGATE  
 MAGIC  
 LORE

## Wit

9  
9

INSIGHT  
 MEDICINE  
 SURVIVAL

### COMBAT

**ATTACK** *Arms* \_\_\_\_\_

7 7 *Mod* \_\_\_\_\_

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**ACTION** *Arms* \_\_\_\_\_

9 *Armor* \_\_\_\_\_

*Mod* \_\_\_\_\_

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**ENDURE** \_\_\_\_\_

16 16

1

#A \_\_\_\_\_

L

EQUIP \_\_\_\_\_

1d3

PUNCH \_\_\_\_\_

2

HEAL \_\_\_\_\_

### ADVENTURE

**MOVE** *Armor* \_\_\_\_\_

7 7 *Mod* \_\_\_\_\_

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**SENSES** *Armor* \_\_\_\_\_

9 9 *Mod* \_\_\_\_\_

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**FATIGUE** 10 10

**ENCUMBER** 2

ENC PENALTY \_\_\_\_\_

**ABSORB** *Arms* \_\_\_\_\_

1 *Mod* \_\_\_\_\_

\_\_\_\_\_

**ARCHERY** 7 7

**LANGUAGES**

OLDHINOL

A	RANGED WEAPON	EQP	ENC	ENC RANGE	DAMAGE

ARMOR	EQP	ENC	BONUS-LOCAL	ABS
LEATHER JACK	S	0	--	+1

### MAGIC

**RESIST** *Mod* \_\_\_\_\_

6 6 *Mod* \_\_\_\_\_

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**FAVOR** \_\_\_\_\_

6 6

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**MANA** *Mod* \_\_\_\_\_

11 11 *Mod* \_\_\_\_\_

**SKILLPATHS** 4

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**CASTING** 2 2

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**MEMORIZE** 1

A	WEAPON	EQP	ENC	SKILL or BONUS	DAMAGE
X	HATCHET	S	1	--	1d4+1
	KNIFE	S	0	--	1d4
	BATON	S	0	CR: WAYLAY +2	1d3

### QUICK SPELLS



# Nemesyn Equipment Sheet

## Worn & Active

ITEMS	BONUS	ENC

## Quiver

#	TYPE OF ARROWS	ENC

Only Arrows

## Top Strap

ITEMS	EQP	ENC
BLANKET	--	1

Only Bedrolls, Tents, Blankets

## Shoulder Slung

ITEM	EQP	ENC

Only L or M sized items

## Belt Strap

ITEMS	EQP	ENC

Only S sized items

## X Coin Pouch

COINS	AMOUNT
GOLD	0
SILVER	1
COPPER	11

Only Coins or Gems

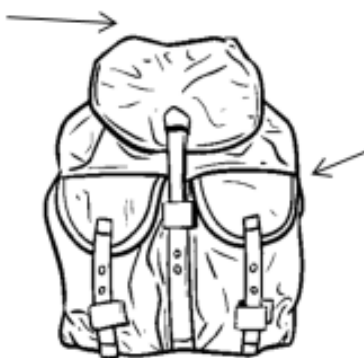
MAX: 300 coins (-3 ENC)

## Inside Backpack

TYPE	NOTES	ENC
BACKPACK	SMALL	-8

ITEMS	EQP	BONUS and INFO	ENC
FLINT & STEEL	--	--	3/10
100' TWINE	--	--	8/10
1 DRY RATION	--	FATIGUE +1	1

Only S, L, or \*/10 sized Items can be stored here



## Side Strap

ITEM	EQP	ENC

Only M or H sized items

## Shoulder Bag

TYPE	NOTES	ENC
SACK	LARGE	-2

ITEMS	EQP	ENC

Only S, L or \*/10 sized Items



## X Belt Pouch

ITEMS	*/10
2 LOCK PICKS	2/10
2 TRAP TOOLS	8/10

Only Coins or \*/10 Items

MAX: 100 coins (-1 ENC)



## Belt Pouch

ITEMS	*/10

Only Coins or \*/10 Items

MAX: 100 coins (-1 ENC)

