

# Keeping Track of Your Dragon Warrior with Ranking Sheets

## What Are Ranking Sheets?

Whilst a character sheet records the current abilities, health, and state of a character, a ranking sheet plots the character's development through the ranks – not only is a ranking sheet a time-saving tool when it comes to advancing a character, but it also serves as a journal of key achievements and changes to the character throughout their adventuring career.

## How to Use Ranking Sheets?

At first rank, the player writes their character's secondary ability scores, adjusted for any extremes of primary ability scores, in the first row. Each subsequent row can be completed by either copying the value above it (if the box is blank) or incrementing the ability score by the value indicated in grey in the box and writing that value instead. Then, when their character is ready to increase in rank, the character's new secondary ability scores and skills can just be transcribed from the relevant row of the ranking sheet.

The first side of the ranking sheet can either be completed in its entirety at rank 1 (on the basis that the character's primary ability scores are unlikely to change), or completed at each rank.

Designed to be printed double-sided, the optional second side of the ranking sheet is where the player can record key achievements and adventures, including anything that might affect the character's skills and abilities, like a permanent magical effect or curse, or it could just be used to note enemies and allies made and the titles of adventures the character has undertaken – whatever the player and GM feels is significant enough to record.

## Why Use Ranking Sheets?

Players and GMs may not immediately see why a ranking sheet could help them – there are already [Quick Reference Guides](#) for each profession to help players play and advance their characters, and each character will have all the current numbers and skills on a character sheet, but ranking sheets offer something a little more than both of these and, whilst they are not going to work for every gaming group, some GMs and players may appreciate some or all of the following benefits:

1. GMs can take 'clones' of old characters, dress them up with new names and backgrounds, and quickly build up a library of challenging adversaries (or worthy allies, followers, or apprentices) with very little effort,
2. The ranking sheets provide a comprehensive checklist of attribute increases and skills that each profession gets at each rank, making it easy to spot a mistake or missed skill.
3. Players with characters with new abilities will want to test them in the field – by seeing which abilities a character is close to achieving, the GM can plan appropriate encounters to challenge them.
4. Players can plan their character's advances and look forward to a time when they won't be so weak or unable to overcome an encounter or obstacle.
5. Players have a keepsake of the progress their character has made from their fledgling first rank character full of promise and potential right up to their final moments.



# Assassin (p41)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1								Combat Technique ( _____ ) (p 42); Light Trance (p44); Stealth; Alchemical Techniques (p45); Skill ( _____ ) (p 46)
2	+1	+1		+1		+1	+1	Darkness Trance (p45)
3	+1	+1	+1	+1		+1	+1	+1 Combat Technique ( _____ ) (p 42) +1 Skill ( _____ ) (p46)
4	+1	+1		+1		+1	+1	Mental Technique (Memorise or Inner Sense) (p 43) Water Trance (p45)
5	+1	+1	+1	+1	+1	+1	+1	+1 Combat Technique ( _____ ) (p 42) +1 Skill ( _____ ) (p46)
6	+1	+1		+1		+1	+1	Earth Trance (p45)
7	+1	+1	+1	+1		+1	+1	+1 Combat Technique ( _____ ) (p 42) +1 Skill ( _____ ) (p46)
8	+1	+1		+1		+1	+1	Mental Technique (Memorise or Inner Sense) (p 43) Void Trance (p45)
9	+1	+1	+1	+1	+1	+1	+1	
10	+1	+1		+1		+1	+1	Fire Trance (p45)
11	+1	+1	+1	+1		+1	+1	+1 Skill ( _____ ) (p46)
12	+1	+1		+1		+1	+1	Mental Technique (Deathvow) (p44) Wind Trance (p45)



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Barbarian (p27)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1								Berserk (p27); Track (p63); Ride Warhorse (p28 and p245)
2	+1	+1	+1	+1				
3	+1	+1	+1	+1		+1	+1	3 <sup>rd</sup> Rank Talent (PG119): _____ <small>(optional Players' Guide Ability)</small>
4	+1	+1	+1	+1				
5	+1	+1	+1	+1	+1	+1	+1	
6	+1	+1	+1	+1				6 <sup>th</sup> Rank Talent (PG119): _____ <small>(optional Players' Guide Ability)</small>
7	+1	+1	+1	+1		+1	+1	
8	+1	+1	+1	+1				Bloodrage (p28)
9	+1	+1	+1	+1	+1	+1	+1	
10	+1	+1	+1	+1				
11	+1	+1	+1	+1		+1	+1	
12	+1	+1	+1	+1				



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Demonologist (IFTC7)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	MP	Abilities
1										Spellcasting (as Sorcerer, max. spell level: 4) (p79) Demonic Specialism (IFTC7); Demonology (IFTC7)
2	+1			+1	+1				+4	
3				+1	+1				+4	
4	+1	+1	+1	+1	+1		+1	+1	+3	Pentacle of Protection (IFTC9) Ritual of Summoning (IFTC9)
5				+1	+1	+1			+3	Ritual of Binding (IFTC13)
6	+1			+1	+1				+3	Demonic Familiar (IFTC12) Possession by Eldyr (IFTC13); Possession by Kesh (IFTC14)
7		+1	+1	+1	+1		+1	+1	+3	Possession by Tsiendra (IFTC14) Possession by Kojuro (IFTC14)
8	+1			+1	+1				+3	Possession by Akresh (IFTC14) Possession by Hragahl (IFTC14)
9				+1	+1	+1			+3	Possession by Engala (IFTC14) Possession by Sarasathsa (IFTC14)
10	+1	+1	+1	+1	+1		+1	+1	+3	Possession by Kyrax (IFTC14) Possession by Umalu (IFTC14)
11				+1	+1				+3	Curse of Asterion (IFTC15)
12	+1			+1	+1				+3	



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Elementalist (p35)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	MP	Abilities
1										Spellcasting (p95); Raw Power (p36) Elemental Resistance (p37)
2	+1			+1	+1				+3/1/1	
3				+1	+1				+3/1/1	
4	+1	+1	+1	+1	+1		+1	+1	+3/1/1	
5				+1	+1	+1			+3/1/1	
6	+1			+1	+1				+3/1/1	
7		+1	+1	+2	+2		+1	+1	+3/1/1	
8	+1			+1	+1				+3/1/1	
9				+1	+1	+1			+3/1/1	
10	+1	+1	+1	+1	+1		+1	+1	+3/1/1	
11				+1	+1				+3/1/1	
12	+1			+2	+2				+3/1/1	





Character Name: \_\_\_\_\_

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# Knight (p25)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities																				
1								Armour Expert (p26); Ride Warhorse (p26 and p245); Track (p63)																				
2	+1	+1	+1	+1																								
3	+1	+1	+1	+1			+1	3 <sup>rd</sup> Rank Talent (PG119): _____ <small style="text-align: right;">(optional Players' Guide Ability)</small>																				
4	+1	+1	+1	+1		+1																						
5	+1	+1	+1	+1	+1		+1																					
6	+1	+1	+1	+1				6 <sup>th</sup> Rank Talent (PG119): _____ <small style="text-align: right;">(optional Players' Guide Ability)</small>																				
7	+1	+1	+1	+1		+1	+1																					
8	+1	+1	+1	+1				One talent from the following list learned at each rank from 8 <sup>th</sup> upwards:  <table style="width: 100%; border: none;"> <thead> <tr> <th style="text-align: left; width: 10%;">Rank</th> <th style="text-align: left;">Talent</th> </tr> </thead> <tbody> <tr><td>_____</td><td>Disarm Technique (p26)</td></tr> <tr><td>_____</td><td>Expert Parry (p27)</td></tr> <tr><td>_____</td><td>Main Gauche (p27)</td></tr> <tr><td>_____</td><td>Master Bowman (p27)</td></tr> <tr><td>_____</td><td>Quick Draw (p27)</td></tr> <tr><td>_____</td><td>Swordmaster (p27)</td></tr> <tr><td>_____</td><td>Weaponskill: _____ (p27)</td></tr> <tr><td>_____</td><td>Weaponskill: _____ (p27)</td></tr> <tr><td>_____</td><td>Weaponskill: _____ (p27)</td></tr> </tbody> </table>	Rank	Talent	_____	Disarm Technique (p26)	_____	Expert Parry (p27)	_____	Main Gauche (p27)	_____	Master Bowman (p27)	_____	Quick Draw (p27)	_____	Swordmaster (p27)	_____	Weaponskill: _____ (p27)	_____	Weaponskill: _____ (p27)	_____	Weaponskill: _____ (p27)
Rank	Talent																											
_____	Disarm Technique (p26)																											
_____	Expert Parry (p27)																											
_____	Main Gauche (p27)																											
_____	Master Bowman (p27)																											
_____	Quick Draw (p27)																											
_____	Swordmaster (p27)																											
_____	Weaponskill: _____ (p27)																											
_____	Weaponskill: _____ (p27)																											
_____	Weaponskill: _____ (p27)																											
9	+1	+1	+1	+1	+1		+1																					
10	+1	+1	+1	+1		+1																						
11	+1	+1	+1	+1			+1																					
12	+1	+1	+1	+1																								



Character Name: \_\_\_\_\_

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# Mystic (p33)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1									Spellcasting (p90); Spell Mastery (p33); Premonition (37%)(p34); ESP (8%)(p34)
2	+1			+1	+1			+1	Premonition (39%)(p34); ESP (11%)(p34)
3		+1	+1	+1	+1			+1	Premonition (41%)(p34); ESP (14%)(p34)
4	+1			+1	+1		+1	+1	Enchant +1 Magical Weapons and Armour (p34) Premonition (43%)(p34); ESP (17%)(p34)
5		+1	+1	+1	+1	+1		+1	Premonition (45%)(p34); ESP (20%)(p34)
6	+1			+1	+1			+1	Enchant +2 Magical Weapons and Armour (p34) Premonition (47%)(p34); ESP (23%)(p34)
7		+1	+1	+1	+2		+1	+1	Premonition (49%)(p34); ESP (26%)(p34)
8	+1			+1	+1			+1	Adepthood (p35) Premonition (51%)(p34); ESP (29%)(p34)
9		+1	+1	+1	+1	+1		+1	Enchant +3 Magical Weapons and Armour (p34) Premonition (53%)(p34); ESP (32%)(p34)
10	+1			+1	+1		+1	+1	Premonition (55%)(p34); ESP (35%)(p34)
11		+1	+1	+1	+1			+1	Premonition (57%)(p34); ESP (38%)(p34)
12	+1			+1	+2			+1	Premonition (59%)(p34); ESP (41%)(p34)



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Sorcerer (p30)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	MP	Abilities
1										Spellcasting (p79)
2	+1			+1	+1				+4	
3				+1	+1				+4	
4	+1	+1	+1	+1	+1		+1	+1	+3	Caligraphy (p30)
5				+1	+1	+1			+4	
6	+1			+1	+1				+4	Alchemy (Dexterity, Occult Acuity, Strength) (p31)
7		+1	+1	+2	+2		+1	+1	+2	Alchemy (Healing, Replenishment, Poison, Theriac) (p31)
8	+1			+1	+1				+3	Alchemy (Night Vision, Smoke, Amianthas Dust) (p31) Artifice (Talismans) (p31); Artifice (Wands) (p32)
9				+1	+1	+1			+3	Alchemy (Control, Truth, Love, Sleep) (p31)
10	+1	+1	+1	+1	+1		+1	+1	+4	Alchemy (Transformation, Dreams, Elemental Essences, Evaporating Potion, Elixir Vitae, Virus Lunare) (p31) Artifice (Amulets) (p31)
11				+1	+1				+4	
12	+1			+2	+2				+4	Artifice (Rings) (p31)



Character Name: \_\_\_\_\_

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# Warlock (p38)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	MP	Abilities
1										Spellcasting (p106); Simultaneous Casting (p106)
2	+1	+1	+1	+1	+1				+2	
3		+1	+1	+1	+1				+2	Weapon Groups ( _____ and _____ ) (p38)
4	+1	+1	+1	+1	+1		+1	+1	+2	
5		+1	+1	+1	+1	+1			+2	
6	+1	+1	+1	+1	+1				+2	
7		+1	+1	+1	+1		+1	+1	+2	
8	+1	+1	+1	+1	+1				+2	Warlock Ability ( _____ ) (p39)
9		+1	+1	+1	+1	+1			+2	Warlock Ability ( _____ ) (p39)
10	+1	+1	+1	+1	+1		+1	+1	+2	Warlock Ability ( _____ ) (p39)
11		+1	+1	+1	+1				+2	Warlock Ability ( _____ ) (p39)
12	+1	+1	+1	+1	+1				+2	Warlock Ability ( _____ ) (p39)





Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Knave (PG12)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1								A Knave may take six of the following abilities at 1 <sup>st</sup> rank, then an additional ability at 3 <sup>rd</sup> rank, 6 <sup>th</sup> rank, 8 <sup>th</sup> rank, and every rank thereafter:
2	+1	+1		+1		+1	+1	<b>Rank Taken</b> <b>Ability</b> <b>Min Rank</b>
3	+1	+1	+1	+1		+1	+1	_____ Disguise (p47)   1 <sup>st</sup>
4	+1	+1		+1		+1	+1	_____ Pilfer (p47)   1 <sup>st</sup>
5	+1	+1	+1	+1	+1	+1	+1	_____ Second Tongue (_____) * (PG9)   1 <sup>st</sup>
6	+1	+1		+1		+1	+1	_____ Favoured Language (_____) (PG9)   1 <sup>st</sup>
7	+1	+1	+1	+1		+1	+1	_____ Natural Linguist (PG9)   1 <sup>st</sup>
8	+1	+1		+1		+1	+1	_____ Human Intuition (PG9)   1 <sup>st</sup>
9	+1	+1	+1	+1	+1	+1	+1	_____ Uncanny Intuition** (PG9)   1 <sup>st</sup>
10	+1	+1		+1		+1	+1	_____ Infuriate/Pacify (PG9)   1 <sup>st</sup>
11	+1	+1	+1	+1		+1	+1	_____ Distract (PG10)   1 <sup>st</sup>
12	+1	+1		+1		+1	+1	_____ Magic Hands (PG10)   1 <sup>st</sup>
								_____ Improved Infuriate/Pacify (PG9)   3 <sup>rd</sup>
								_____ Improved Distract (PG10)   3 <sup>rd</sup>
								_____ Bodyguard (PG10)   3 <sup>rd</sup>
								_____ Gossip (PG11)   3 <sup>rd</sup>
								_____ Presence (PG11)   3 <sup>rd</sup>
								_____ Sense Falsehood (PG11)   6 <sup>th</sup>
								_____ Hypnotic Suggestion (PG11)   8 <sup>th</sup>
								_____ Network (PG11)   8 <sup>th</sup>
								_____ Words are Power (PG11)   8 <sup>th</sup>

\* Can only be taken at 1st rank.  
 \*\*Must take Human Intuition first.



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Priest (PG18)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1								Breadth of Knowledge ( _____ / _____ ) (PG19); Literate (PG18); Linguist (PG19); Ancient Script ( _____ ) (PG18)
2	+1			+1			+1	
3		+1	+1	+1			+1	A Priest may take one of the following abilities at 3 <sup>rd</sup> rank, 6 <sup>th</sup> rank, 8 <sup>th</sup> rank, and every rank thereafter:
4	+1			+1		+1	+1	<b>Rank Taken</b> <b>Ability</b> <b>Min Rank</b>
5		+1	+1	+1	+1		+1	_____ Bulwark (PG19)   3 <sup>rd</sup>
6	+1			+1			+1	_____ Remove Curse (PG20)   3 <sup>rd</sup> _____ Improved Bulwark (PG19)   6 <sup>th</sup>
7		+1	+1	+2		+1	+1	_____ Depth of Knowledge ( _____ ) (PG20)   6 <sup>th</sup> _____ Depth of Knowledge ( _____ ) (PG20)   6 <sup>th</sup>
8	+1			+1			+1	_____ Depth of Knowledge ( _____ ) (PG20)   6 <sup>th</sup>
9		+1	+1	+1	+1		+1	_____ Sermon (PG19)   6 <sup>th</sup> _____ Healing Hands (PG20)   6 <sup>th</sup>
10	+1			+1		+1	+1	_____ Exorcism (PG19)   6 <sup>th</sup> _____ Cure Madness (PG20)   8 <sup>th</sup>
11		+1	+1	+1			+1	_____ Words are Power (PG11)   8 <sup>th</sup>
12	+1			+2			+1	



Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Friar (OD1-15)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1									Skill (_____); Charism (_____); Combat Training (_____); Piety
2	+1	+1	+1		+1				
3	+1	+1	+1		+1			+1	Charism (or Skill) (_____)
4	+1	+1	+1		+1		+1		Combat Training (or Skill) (_____)
5	+1	+1	+1		+1	+1		+1	Charism (or Skill) (_____)
6	+1	+1	+1		+1				
7	+1	+1	+1		+1		+1	+1	Charism (or Skill) (_____); Combat Training (or Skill) (_____)
8	+1	+1	+1		+1				
9	+1	+1	+1		+1	+1		+1	Charism (or Skill) (_____)
10	+1	+1	+1		+1		+1		Combat Training (or Skill) (_____)
11	+1	+1	+1		+1			+1	Charism (or Skill) (_____)
12	+1	+1	+1		+1				





Character Name: \_\_\_\_\_

**Notable Achievements, Adventures and Acquisitions**

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# Thane (OD<sub>2</sub>-6)

Character Name: \_\_\_\_\_

	HP	Att	Def	M. Att	M. Def	Evas <sup>n</sup>	Stealth	Perc <sup>n</sup>	Abilities
1									Spear and Shield Combat; Carouse; Forage; Shield Wall; Additional Ability (_____); Flaw (_____); Geas (_____)
2	+1	+1	+1		+1				
3	+1	+1	+1		+1		+1	+1	Additional Ability(_____)
4	+1	+1	+1		+1				
5	+1	+1	+1		+1	+1	+1	+1	
6	+1	+1	+1		+1				Additional Ability(_____)
7	+1	+1	+1		+1		+1	+1	
8	+1	+1	+1		+1				
9	+1	+1	+1		+1	+1	+1	+1	Additional Ability(_____); Good Death
10	+1	+1	+1		+1				
11	+1	+1	+1		+1		+1	+1	
12	+1	+1	+1		+1				Additional Ability(_____)



Character Name: \_\_\_\_\_

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