



# Character Sheet

PERSONAL DATA

COU

SGC

INT

CHA

DEX

AGI

CON

STR

Name \_\_\_\_\_

Family \_\_\_\_\_ Place of Birth \_\_\_\_\_

Date of Birth \_\_\_\_\_ Age \_\_\_\_\_ Sex \_\_\_\_\_

Race \_\_\_\_\_ Size \_\_\_\_\_ Weight \_\_\_\_\_

Hair Color \_\_\_\_\_ Eye Color \_\_\_\_\_

Culture \_\_\_\_\_ Profession \_\_\_\_\_

Title \_\_\_\_\_ Social Status \_\_\_\_\_

Characteristics \_\_\_\_\_

Other Information \_\_\_\_\_

Experience Level

Total AP

AP Collected

AP Spent

## Advantages

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Life Points

(Race Base Stat + CON + CON)

Value	Bonus/ Penalty	Bought	Max
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### Arcane Energy

(20 for Spellcaster + PrimaryAttribute)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Karma Points

(20 for Blessed One + PrimaryAttribute)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Disadvantages

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### Spirit

(Race Base Stat + (COU + INT + SGC) / 6)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Toughness

(Race Base Stat + (CON + CON + STR) / 6)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Dodge

(AGI/2)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Initiative

(COU + AGI)/2

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## General Special Abilities

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### Movement

(Race Base Stat)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Fate Points

Stat	Bonus	Max	Current
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



# Character Sheet

## GAME STATS

COU	SGC	INT	CHA	DEX	AGI	CON	STR
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### Skills

SKILL	CHECK	ENC	IC	SR	R	NOTES	SKILL	CHECK	ENC	IC	SR	R	NOTES
<b>Physical Skills</b>							<b>Knowledge Skills</b>						
Body Control	AGI/AGI/CON	YES		D			Astronomy	SGC/SGC/INT	NO		A		
Carousing	SGC/CON/STR	NO		A			Gambling	SGC/SGC/INT	NO		A		
Climbing	COU/AGI/STR	YES		B			Geography	SGC/SGC/INT	NO		B		
Dancing	SGC/CHA/DEX	YES		A			History	SGC/SGC/INT	NO		B		
Feat of Strength	CON/STR/STR	YES		B			Law	SGC/SGC/INT	NO		A		
Flying	COU/INT/AGI	YES		B			Magical Lore	SGC/SGC/INT	NO		C		
Gaukelei	COU/CHA/DEX	YES		A			Math	SGC/SGC/INT	NO		A		
Perception	SGC/INT/INT	MAYBE		D			Mechanics	SGC/SGC/DEX	NO		B		
Pickpocket	COU/DEX/AGI	YES		B			Myths & Legends	SGC/SGC/INT	NO		B		
Riding	CHA/AGI/STR	YES		B			Religions	SGC/SGC/INT	NO		B		
Self-Control	COU/COU/CON	NO		D			Sphere Lore	SGC/SGC/INT	NO		B		
Singing	SGC/CHA/CON	MAYBE		A			Warfare	COU/SGC/INT	NO		B		
Stealth	COU/INT/AGI	YES		C									
Swimming	AGI/CON/STR	YES		B			<b>Craft Skills</b>						
							Alchemy	COU/SGC/DEX	YES		C		
<b>Social Skills</b>							Artistic Ability	INT/DEX/DEX	YES		A		
Disguise	INT/CHA/AGI	YES		B			Clothworking	SGC/DEX/DEX	YES		A		
Empathy	SGC/INT/CHA	NO		C			Commerce	SGC/INT/CHA	NO		B		
Etiquette	SGC/INT/CHA	MAYBE		B			Driving	CHA/DEX/CON	YES		A		
Fast-Talk	COU/INT/CHA	NO		C			Earthenraft	DEX/DEX/STR	YES		A		
Intimidation	COU/INT/CHA	NO		B			Leatherworking	DEX/AGI/CON	YES		B		
Persuasion	COU/SGC/CHA	NO		B			Metalworking	DEX/CON/STR	YES		C		
Seduction	COU/CHA/CHA	MAYBE		B			Music	CHA/DEX/CON	YES		A		
Streetwise	SGC/INT/CHA	MAYBE		C			Pick Locks	INT/DEX/DEX	YES		C		
Willpower	COU/INT/CHA	NO		D			Prepare Food	INT/DEX/DEX	YES		A		
							Sailing	DEX/AGI/STR	YES		B		
<b>Nature Skills</b>							Treat Disease	COU/INT/CON	YES		B		
Animal Lore	COU/COU/CHA	YES		C			Treat Poison	COU/SGC/INT	YES		B		
Fishing	DEX/AGI/CON	MAYBE		A			Treat Soul	INT/CHA/CON	NO		B		
Orienteering	SGC/INT/INT	NO		B			Treat Wounds	SGC/DEX/DEX	YES		D		
Plant Lore	SGC/DEX/CON	MAYBE		C			Woodworking	DEX/AGI/STR	YES		B		
Ropes	SGC/DEX/STR	MAYBE		A									
Survival	COU/AGI/CON	YES		C			<b>IC = IMPROVEMENT COST, SR = SKILL RATING, R = ROUTINE</b>						
Tracking	COU/INT/AGI	YES		C									

### Languages


### Known Scripts (Literacy)


### Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
CNG							
INT							
CHA							
DEX							
AGI							
CON							
STR							

SKILL POINTS	QUALITY LEVEL
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6



# Character Sheet

COMBAT

LP	DO	INI	SPI	TOU				
COU	SGC	INT	CHA	DEX	AGI	CON	STR	

## Combat Techniques

COMBAT TECHNIQUE	PRIMARY ATTRIBUTE	IC	CTR	AT/RC	PA
Bows	DEX	C			X
Brawling	AGI/STR	B			
Chain Weapons	STR	C			X
Crossbows	DEX	B			X
Daggers	AGI	B			
Fencing Weapons	AGI	C			
Impact Weapons	STR	C			
Lances	STR	B			
Polearms	AGI/STR	C			
Shields	STR	C			
Swords	AGI/STR	C			
Thrown Weapons	DEX	B			X
Two-Hnd. Impact Weapons	STR	C			
Two-Handed Swords	STR	C			

CTR = Combat Technique Rating

## Life Points

Max	Current

- ¼ lost (Pain +1)
- ½ lost (Pain +1)
- ¾ lost (Pain +1)
- 5 or less (Pain +1)
- 0 or less (hero is dying)

## Close Combat Weapons

WEAPON	COMBAT TECHNIQUE	DAMAGE BONUS	DP	AT/PA Mod	REACH	AT	PA	WEIGHT

## Ranged Combat Weapons

WEAPON	COMBAT TECHNIQUE	RELOAD TIME	DP	RANGE BRACKETS	RANGED COMBAT	AMMUNITION	WEIGHT

## Armor

ARMOR	PRO	ENC	ADD. PENALTIES	WEIGHT	TRAVEL, BATTLE, ...

## Shield / Parrying Weapon

SHIELD/ PARRYING WEAPON	STRUCTURE POINTS	AT/PA Mod	WEIGHT

## Combat Special Abilities


	LEVEL 1 (-1)	LEVEL 2 (-2)	LEVEL 3 (-3)	LEVEL 4 (INCAPACITATED)
Confusion				
Encumbrance				
Fear				
Pain				
Paralysis				
Rapture				
Stupor				



# Character Sheet

BELONGINGS

COU	SGC	INT	CHA	DEX	AGI	CON	STR
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## Equipment

ITEM	WEIGHT	CARRIED WHERE	ITEM	WEIGHT	CARRIED WHERE
TOTAL WEIGHT			TOTAL WEIGHT		

## Purse

Ducats	
Silverthalers	
Halers	
Kreutzers	
Gems	
Jewelry	
Other	

**Carrying Capacity**  
*(STR x 4)*

Weight in Pounds  

## Animal

Name		Size Category			
Type	COU	SGC(a)	INT	CHA	
DEX	AGI	CON	STR	LP	AE
SPI	TOU	PRO	INI	MOV	
Attack	AT	PA	DP	RE	
Actions					
Special Abilities					



# Character Sheet

SPELLS & RITUALS

AE Max			Current				
COU	SGC	INT	CHA	DEX	AGI	CON	STR

## Spells & Rituals

SPELL/RITUAL	CHECK	SR	COST	CASTING TIME	RANGE	DURATION	PROPERTY	SA	EFFECT	P.

## Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							

Primary Attribute	Property
Tradition	

## Magical Special Abilities

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## Cantrips

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# Character Sheet

LITURGICAL CHANTS & CEREMONIES

KP Max		Current					
COU	SGC	INT	CHA	DEX	AGI	CON	STR

## Liturgical Chants & Ceremonies

CHANT/CEREMONY	CHECK	SR	COST	LITURGICAL TIME	RANGE	DURATION	ASPECT	SA	EFFECT	P.

## Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							

Primary Attribute	Aspect
Tradition	

## Blessed Special Abilities

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## Blessings

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