

Character Sheet

Personal Data

Name _____

Gender _____

Race _____

Date of Birth _____

Age _____

Hair Color _____

Eye Color _____

Height / Weight _____



Profession _____

Culture _____

Social Standing _____

Place of Birth _____

Family _____

Characteristics _____

COU	SGC	INT	CHA	DEX	AGI	CON	STR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Advantages

Disadvantages

General Special Abilities

	Stat	Bonus/ Penalty	Bought	Max
Life Points <small>(Racial Base Stat + CON + CON)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Arcane Energy <small>(20 for Spellcaster + Primary Attribute)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Karma Points <small>(20 for Blessed One + Primary Attribute)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spirit <small>(Racial Base Stat + (COU+SGC+INT)/6)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
Toughness <small>(Racial Base Stat + (CON+CON+STR)/6)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
Dodge <small>(AGI/2)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>

Fate Points

Stats	Bonus/ Penalty	Max	Current
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input style="width: 100%;" type="text"/>

Experience Level

AP total	AP available	AP spent
<input type="text"/>	<input type="text"/>	<input type="text"/>

Character Sheet

Game Stats

Encumbrance

COU

SGC

INT

CHA

DEX

AGI

CON

STR

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SKILLS

Skill	Check	ENC	Impr.	SR	R	Notes	Skill	Check	ENC	Impr.	SR	R	Notes
Physical Skills COU/AGI/STR p. 188-192							Knowledge Skills SGC/SGC/INT p. 201-205						
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/AGI	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				Craft Skills DEX/DEX/CON p. 206-213						
Swimming	AGI/CON/STR	yes	B				Alchemy	COU/SGC/DEX	yes	C			
Social Skills INT/CHA/CHA p. 193-197							Artistic Ability	INT/DEX/DEX	yes	A			
Disguise	INT/CHA/AGI	maybe	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				Earthencraft	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			
Nature Skills COU/AGI/CON p. 198-200							Sailing	DEX/AGI/STR	yes	B			
Animal Lore	COU/COU/CHA	yes	C				Treat Disease	COU/INT/CON	yes	B			
Fishing	DEX/AGI/CON	maybe	A				Treat Poison	COU/SGC/INT	yes	B			
Orienting	SGC/INT/INT	no	B				Treat Soul	INT/CHA/CON	no	B			
Plant Lore	SGC/DEX/CON	maybe	C				Treat Wounds	SGC/DEX/DEX	yes	D			
Ropes	SGC/DEX/STR	maybe	A				Woodworking	DEX/AGI/STR	yes	B			
Survival	COU/AGI/CON	yes	C										
Tracking	COU/INT/AGI	yes	C										

Attribute Modifiers

	-3	-2	-1	0	+1	+2	+3
COU							
SGC							
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

Languages

Scripts

Character Sheet

Combat

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MOV	LP	DO	INI	SPI	TOU

COU	SGC	INT	CHA	DEX	AGI	CON	STR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

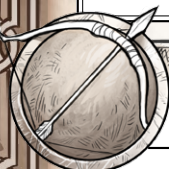
Combat Techniques	Primary Attribute	Impr. CSR	AT/RC	PA
Bows	DEX	C		
Brawling	AGI/STR	B		
Chain Weapons	STR	B		
Crossbows	DEX	B		
Daggers	AGI	B		
Fencing Weapons	AGI	C		
Impact Weapons	STR	C		
Lances	STR	B		
Pole Weapons	AGI/STR	C		
Shields	STR	C		
Swords	AGI/STR	C		
Thrown Weapons	DEX	B		
Two-Handed Impact Weapons	STR	C		
Two-Handed Swords	STR	C		

Combat Special Abilities



Close Combat Weapons

Weapon	Combat Technique	Damage Bonus	Base DP	Overall	AT/PA Mod.	Reach	AT	PA	Weight



Ranged Weapons

Weapon	Combat Technique	Reload Time	DP	Ammunition	Range	Ranged Combat	Weight



Armor

Armor	PRO	ENC	Add. Penalties	Weight	Travel, Combat, ...

Shield/Parrying Weapon

Shield/Parrying Weapon	Structure Points	AT/PA Mod.	Weight

Life Points

Max	Current		
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>		
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>
1/4 lost (+1 Pain)	1/2 lost (+1 Pain)	3/4 lost (+1 Pain)	5 or less (+1 Pain)

0 or less = Hero is dying

Condition	Level I (-1)	Level II (-2)	Level III (-3)	Level IV (Incapacitated)
Confusion				
Encumbrance				
Fear				
Pain				
Paralysis				
Rapture				
Stupor				

Character Sheet Belongings

Equipment

Purse

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ducats	Silverthalers	Halers	Kreutzers

Item	Weight	Carried where?	Item	Weight	Carried where?
Total Weight			Total Weight		Carrying Capacity (STRx4)

Animal Sheet

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



Character Sheet

Liturgical Chants & Ceremonies

KP Max

Current

COU

SGC

INT

CHA

DEX

AGI

CON

STR



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Liturgical Chant/Ceremony	Check	SR	Cost	Liturgical Time	Range	Duration	Aspect	Impr.	Effect	p.

Aspect(s) _____

Primary Attribute _____

Tradition _____

Blessed Special Abilities

Blessings

Character Sheet
Spells & Rituals

AE Max

Current

COU

SGC

INT

CHA

DEX

AGI

CON

STR



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Spell/Ritual	Check	SR	Cost	Casting Time	Range	Duration	Property	Impr.	Effect	p.



Property (-ies) _____

Primary Attribute _____

Tradition _____

Magical Special Abilities

Cantrips
