

Guardians of Utaemia Character sheet

Race: _____ Name: _____ Player's name: _____
 Age: _____ Max. age: _____ Height: _____' - _____" Weight: _____ lbs./ _____ oz. Gender: __Female __Male
 Skin: _____ Hair: _____ Eye: _____ Handed: __Left __Right __Ambidextrous (50+ Dex.)

Characteristics:

Race Adj. Current Final Adj.

Awareness:

Recorder

Hearing _____ (_____) _____

Possible Racial Adj.: ___-D _____

Sense of Smell: _____ (_____) _____

Possible Racial Adj.: ___-D _____

Sixth Sense: _____ (_____) _____

Possible Racial Adj.: ___-D _____

Taste _____ (_____) _____

Possible Racial Adj.: ___-D _____

Touch _____ (_____) _____

Possible Racial Adj.: ___-D _____

Vision: _____ (_____) _____

Possible Racial Adj.: ___-D _____

Charisma: Bard

Appearance: _____ (_____) _____

Possible Racial Adj.: ___-D _____

Speech: _____ (_____) _____

Possible Racial Adj.: ___-D _____

Constitution:

Possible Racial Adj.: ___-D _____

Coordination:

Monks (Shintar), Monk (Vekkarian)

Possible Racial Adj.: ___-D _____

Dexterity:

Assassin, Forest-Knight, Thief

Possible Racial Adj.: ___-D _____

Intelligence:

Animationist, Enchanter, Illusionist, Light Weaver, Magician, Common, Magician, Elemental, Supernaturalist

Possible Racial Adj.: ___-D _____

Mental-Strength:

Conjurer, Divinationist, Empath, Mutant Psychic, Spiritualist

Possible Racial Adj.: ___-D _____

Strength:

Argonaut, Deminaught, Gladiator, Guardian, Juggernaut, Trainer, Warrior

Possible Racial Adj.: ___-D _____

Wisdom:

Druid, Fate, Healer, Mystic, Necromancer, Shaman

Possible Racial Adj.: ___-D _____

Adjusted Ability-Points per level: Awareness ÷ 10) -3 = _____

Detect sneak: Awareness + % dice-roll vs. opponent's Coordination and % dice-roll.

Simple: Hearing x 2 = % chance. Current chance: _____

Normal: Hearing = % chance. Current chance: _____

Hard: Hearing ÷ 2 = % chance. Current chance: _____

Simple: Sense of Smell x 2 = % chance. Current chance: _____

Normal: Sense of Smell = % chance. Current chance: _____

Hard: Sense of Smell ÷ 2 = % chance. Current chance: _____

See: "Avoidance-Rolls".

Simple: Taste x 2 = % chance. Current chance: _____

Normal: Taste = % chance. Current chance: _____

Hard: Taste ÷ 2 = % chance. Current chance: _____

Simple: Touch x 2 = % chance. Current chance: _____

Normal: Touch = % chance. Current chance: _____

Hard: Touch ÷ 2 = % chance. Current chance: _____

Simple: Vision x 2 = % chance. Current chance: _____

Normal: Vision = % chance. Current chance: _____

Hard: Vision ÷ 2 = % chance. Current chance: _____

Bartering/Negotiating/Trading (B.N.T.): Appearance + Speech ÷ 4 (round down): _____ + %Roll (100+ = in your favor).
First Social Impression: Appearance ÷ 2 (round up) + %Dice-roll (70+ = in your favor (the higher the better)).

Adjusted Ability-Points per level: _____ (Charisma ÷ 10) -2 = _____

Healing: (Con.: ÷ 4): _____ D.P. per 24 Hrs. / O.P. per turn / B.P. per 12 hours

Adjusted Ability-Points per level: Coordination ÷ 10) -3 = _____

Penalty negation: For every 3 points of Coordination above 20, the "Coordination Adjustment" for wearing armors will be decreased by 1 (not lower than -1 for each set of armor and shield).

Defense: Dodge: Coordination: _____ + Misc.: _____ = (_____) _____

Hand Held: -10 to dodge, Hurled: -30 to dodge, Thrown: -20 to dodge

Initiative: Coordination + %dice-roll (highest roll wins)

Jumping: Horizontal: Standstill: _____' - _____" Running (x2 Standstill): _____' - _____" Vertical: _____' - _____"

Movement: Coordination ÷ 5 + height = Ground: _____ spaces per turn, Flying: _____ spaces per turn.

Sneak: Coordination + % dice-roll vs. opponent's Detect Sneak.

Adjusted Ability-Points per level: Dexterity ÷ 10) -3 = _____

Adjusted casting time: (hand casters only): _____ (Dexterity ÷ 4) -4 = _____

Offense: Dexterity: _____ + Misc.: _____ = (_____) + %Roll

Locate Secret Levers & Switches: Dexterity ÷ 10 = _____ %

Penalty negation: For every 3 points of Dexterity above 20, the "Dexterity Adjustment" for wearing armors will be decreased by 1 (not lower than -1 adjustment).

Defense: Blocking: Dexterity: _____ + Misc.: _____ = (_____) _____

Hand-held: +15, Hurled: +5, Thrown: +10

Parry: Dexterity: _____ + Misc.: _____ = (_____) _____

Hand Held: +0, Hurled: -20, Thrown: -10

Adjusted time for casting: _____ (Intelligence ÷ 4) -4 = _____

Adjusted Spell-Points per level: _____ (Intelligence ÷ 10) -2 = _____

Adjusted Mutant Powers: _____ (Mental-Strength ÷ 10) -3 = _____

Adjusted Spell-Points per level: _____ (Mental-Strength ÷ 10) -2 = _____

Adjusted time for casting: _____ (Mental Strength ÷ 4) -4 = _____

Damage adjustment: Strength ÷ 5 -4 = _____

Weight allowance: Normal (Str. x5), Heavy (Str. x10), Heaved (Str. x15)

Penalty negation: For every 3 points of Strength above 20, your Movement Penalty will be decreased by 1 (not lower than a -1 adjustment).

Adjusted Ability-Points per level: Strength ÷ 10) -3 = _____

Adjusted Spell-Points per level: _____ (Wisdom ÷ 10) -2 = _____

Blood-points (x3 Con.): ()-_____

Luck (2-D20 + 1-D6 per level advanced.): ()-_____

Oxygen-points (x3 M.S.): ()-_____

Armors and Shields: Proficiencies: Cape-Guards (all) Leather Skin Ring Scale Chain Banded Splinted Plate Shield: small large

Note: Make sure you adjust your COORDINATION, DEXTERITY and MOVEMENT on page #1 of your character sheet for wearing armors.

Inner armor:

Adj. Coordination ---- : ()
Adj. Dexterity ----- : ()
Adj. Movement ----- : ()
Damage-Reduction -- : ()
Class ----- : ()
Type: _____

Outer armor: Total:

Adj. Coordination ---- : ()
Adj. Dexterity ----- : ()
Adj. Movement ----- : ()
Damage-Reduction -- : ()
Class ----- : ()
Type: _____

Table with columns %Roll and Damage-points for various body parts like Head, Neck, Chest, etc.

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Special abilities:

Notes: Acid: ___+
Blunt: ___+
Cold: ___+
Electricity: ___+
Fire: ___+
Needle: ___+
Sharp: ___+
Value: _____
Quality: _____
Special: _____
Cost to fix per damage-point: _____
White-Gold _____ Electrum _____ Silver _____

Acid: ___+
Blunt: ___+
Cold: ___+
Electricity: ___+
Fire: ___+
Needle: ___+
Sharp: ___+
Value: _____
Quality: _____
Special: _____
Cost to fix per damage-point: _____
White-Gold _____ Electrum _____ Silver _____

Acid: ___+
Blunt: ___+
Cold: ___+
Electricity: ___+
Fire: ___+
Needle: ___+
Sharp: ___+
Value: _____
Quality: _____
Special: _____
Cost to fix per damage-point: _____
White-Gold _____ Electrum _____ Silver _____

Inner clothing:

Adj. Coor. ---- : ()
Adj. Dex. ----- : ()
Adj. Move --- : ()
Dmg. Red. --- : ()
Class ----- : ()
Type: _____

Cape-Guard:

Adjusted Coordination -- : ()
Adjusted Dexterity ----- : ()
Adjusted Movement ----- : ()
Damage-Reduction ----- : ()
Class ----- : ()
Type - : _____-Leather
_____ -Steel

Shield:

Adjusted Coordination -- : ()
Adjusted Dexterity ----- : ()
Adjusted Movement ----- : ()
Damage-Reduction ----- : () + ()D-()
Grade ----- : ()
Type - : Small Large _____-Steel
_____ -Wood

Table with columns %Roll Body-Part and Damage-points for various body parts like Head, Neck, Chest, etc.

Table with columns %Roll: Damage-points for various body parts like Section #1, Section #2, etc.

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Weapons

Rank: (____) **Weapon:** (____)
Attacks per turn: _____
Damage: (____) D-(____) + Rank damage (____) + Dex. or Str. Adj. (____). Total damage = Up to: _____
Special: _____

Range: _____
Size: Small Medium Large
Type: One-Handed Two-Handed ----- Blunt Hurlled Needle Sharp
Value: _____

Leather quality: Light Heavy Scale-Hide Troll-Hide Dragon-Hide Borgus
Steel-alloy: Gage Shank Krakkin Admontanium Earthen Krannik Starr Mystical Koar
Wood type: Pine Oak Iron, Ivory Moon Dremmin

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Special: _____

Range: _____
Size: Small Medium Large
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Weapons Trained in:

○ Axe, Battle, Large	○ Hammer, Battle, Large	○ Sword, Katana
○ Axe, Battle, Small	○ Hammer, Battle, Small	○ Sword, Long
○ Ball and Chain, Blunt	○ Hatchet	○ Sword, Mandoble
○ Ball and Chain, Spiked	○ Javelin, Barb-Tipped	○ Sword, Scimitar
○ Ball and Chain, Studded	○ Javelin, Common-Tipped	○ Sword, Short
○ Battering Ram	○ Knee-Blade	○ Sword, Tithian
○ Blowpipe	○ Knee-Spike	○ Sword, War
○ Bow, Long	○ Knife	○ Tonfa
○ Bow, Recurve	○ Kubaton	○ Tri-Hand-Blades
○ Bow, Short	○ Lance	○ Trident
○ Catapult	○ Mace, Blunt	○ Warpick
○ Chain, War	○ Mace, Spiked	○ Whip
○ Club, Steel, Large	○ Mace, Studded	○ Wrist-Blade
○ Club, Steel, Small	○ Morning Star, Blunt	<u>Other Weapons Trained in:</u>
○ Club, Wood, Large	○ Morning Star, Spiked	○
○ Club, Wood, Small	○ Morning Star, Studded	○
○ Crossbow	○ Nunchaku, Steel	○
○ Dagger, Common	○ Nunchaku, Wood	○
○ Dagger, Tonto	○ Pendulum & Chain	○
○ Dart, Throwing, Barb-Tipped	○ Pistol-Crossbow	○
○ Dart, Throwing, Hunting-Tipped	○ Scythe	○
○ Dart, Throwing, Target -Tipped	○ Shuriken	○
○ Elbow-Blade	○ Sickle	○
○ Elbow-Spike	○ Sling	○
○ Finger-Blades	○ Spear, Long, Broad-Tipped	○
○ Finger-Spikes	○ Spear, Long, Narrow-Tipped	○
○ Fist-Blades	○ Spear, Short, Broad-Tipped	○
○ Fist-Spikes	○ Spear, Short, Narrow-Tipped	○
○ Flail	○ Staff, Quarter	○
○ Foot-Blade	○ Staff, Short	○
○ Foot-Spike	○ Staff, Tri-Section	○
○ Glaive	○ Sword, Broad	○
○ Halberd	○ Sword, Cur	○

Avoidance-Rolls:

Annihilation-Strike -----	: ()	Roll the % chance or below to succeed (maximum chance = 91 or below). Coordination + Dexterity ÷ 10 (rounded down)
Bluff -----	: ()	Pit your Mental-Strength vs. another's Mental-Strength (race to 3).
Charisma: Avoidance-Roll vs. -	: ()	Charisma x2 = % chance.
Charisma -----	: ()	% dice-roll + Charisma.
Check -----	: ()	Charisma is your % chance (roll Charisma or below to succeed).
Pitting Charisma ---	: ()	Roll your % dice and add your Charisma. Foe will also do the same. See: "Characteristics, Pitting" in the Basic Rules Book.
Communication (special) -----	: ()	Sixth Sense = % chance (for sensing, feeling and communicating with that of the unnatural).
Constitution: Avoidance-Roll vs. -	: ()	Constitution x2 = % chance.
Constitution Roll ---	: ()	% dice-roll + Constitution.
Check -----	: ()	Constitution is your % chance (roll Constitution or below to succeed).
Pitting Constitution	: ()	Roll your % dice and add your Constitution. Foe will also do the same. See: "Characteristics, Pitting" in the Basic Rules Book.
Awareness: Avoidance-Roll vs.-	: ()	Hearing x2 = % chance.
	()	Sixth Sense x2 = % chance.
	()	Smell x2 = % chance.
	()	Taste x2 = % chance.
	()	Touch x2 = % chance.
	()	Vision x2 = % chance.
Awareness Roll ---	: ()	% dice-roll + Hearing
	()	% dice-roll + Sixth Sense
	()	% dice-roll + Smell
	()	% dice-roll + Taste
	()	% dice-roll + Touch
	()	% dice-roll + Vision
Check -----	: ()	Hearing = % chance.
	()	Sixth Sense = % chance.
	()	Smell = % chance.
	()	Taste = % chance.
	()	Touch = % chance.
	()	Vision = % chance.
Pitting Awareness -	: ()	Hearing: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
	()	Sixth Sense: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
	()	Smell: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
	()	Taste: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
	()	Touch: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
	()	Vision: Roll your % dice and add your Hearing. Foe will also do the same. Higher roll wins.
Breath -----	: ()	Constitution x2 = % chance.
Charisma: Avoidance-Roll vs.-	: ()	Appearance x2 = % chance.
	()	Speech x2 = % chance.
Awareness Roll ---	: ()	% dice-roll + Appearance.
	()	% dice-roll + Speech.
Check -----	: ()	Appearance = % chance.
	()	Speech = % chance.
Pitting Awareness -	: ()	Appearance: Roll your % dice and add your Appearance. Foe will also do the same. Higher roll wins.
	()	Speech: Roll your % dice and add your Appearance. Foe will also do the same. Higher roll wins.
Consciousness -----	: ()	Strength + Constitution = % chance. (i.e. knocked out)
	: ()	Awareness = % chance (i.e., waking from sleep)

Constitution: Avoidance-Roll vs. -	: ()	Constitution x2 = % chance.
Constitution Roll ---	: ()	% dice-roll + Constitution.
Check -----	: ()	Constitution is your % chance (roll Constitution or below to succeed).
Pitting Constitution	: ()	Roll your % dice and add your Constitution. Foe will also do the same. Higher roll wins.
Control PET or STEED -----	: ()	Charisma + Dexterity = % chance.
Coordination: Avoidance-Roll vs.	: ()	Coordination x2 = % chance.
Coordination Roll :	()	% dice-roll + Coordination.
Check -----	: ()	Coordination is your % chance (roll Coordination or below to succeed).
Pitting Coordination	: ()	Roll your % dice and add your Coordination. Foe will also do the same. Higher roll wins.
Death -----	: ()	Constitution + M.S. = % chance.
Dexterity: Avoidance-Roll vs. ----	: ()	Dexterity x2 = % chance.
Dexterity Roll -----	: ()	% dice-roll + Dexterity.
Check -----	: ()	Dexterity is your % chance (roll Dexterity or below to succeed).
Pitting Dexterity -----	: ()	Roll your % dice and add your Dexterity. Foe will also do the same. Higher roll wins.
Disease -----	: ()	Constitution = % chance.
Enchantment -----	: ()	Intelligence + Wisdom ÷ 10 (rounded down) = % chance.
Faith -----	: ()	Intelligence + Wisdom = % chance.
Fall -----	: ()	Coordination x2 = % chance.
Fear -----	: ()	Intelligence + Wisdom = % chance.
Intelligence: Avoidance-Roll vs. -	: ()	Intelligence x2 = % chance.
Intelligence Roll ----	: ()	% dice-roll + Intelligence.
Check -----	: ()	Intelligence is your % chance (roll Intelligence or below to succeed).
Pitting Intelligence ----	: ()	Roll your % dice and add your Intelligence. Foe will also do the same. Higher roll wins.
Magic -----	: ()	Intelligence x2 = % chance (or pit your Int. vs. your foe's Int. (depending on the ruling))
Mental-attack -----	: ()	Mental Strength x2 = % chance (or pit M.S. vs. your foe's M.S. (depending on the ruling))
Mental-Strength: Avoidance-Roll vs.	: ()	Mental-Strength x2 = % chance.
Mental-Strength Roll :	()	% dice-roll + Mental-Strength.
Check -----	: ()	Mental-Strength is your % chance (roll Mental-Strength or below to succeed).
Pitting Mental-Strength:	()	Roll your % dice & add your Mental-Strength. Foe will do the same. Higher roll wins.
Pain -----	: ()	Mental Strength + Strength = % chance.
Paralysis -----	: ()	Strength = % chance.
Perception (special) -----	: ()	Hearing + Sense of Smell +
Petrification -----	: ()	Win initiative with your foe to avoid being turned into anything by a natural ability.
Poison -----	: ()	Constitution = % chance.
Rage -----	: ()	Intelligence = % chance.
Riddle -----	: ()	Common (Wisdom) = () / UnCommon (Wisdom ÷ 2) = () / Rare (Wisdom ÷ 4) = () / Legendary (Wisdom + 10) = ()
Serenity -----	: ()	Wisdom = % chance.
Shock -----	: ()	Constitution x2 = % chance.
Sickness -----	: ()	Constitution + Strength = % chance.
Strength: Avoidance-Roll vs. ----	: ()	Strength x2 = % chance.
Strength Roll -----	: ()	% dice-roll + Strength.
Check -----	: ()	Strength is your % chance (roll Strength or below to succeed).
Pitting Strength -----	: ()	Roll your % dice and add your Strength. Foe will also do the same. Higher roll wins.
Stun -----	: ()	Constitution x2 = % chance.
Sudden Death -----	: ()	Coordination + Dexterity = % chance.
Swimming -----	: ()	Coordination + Dexterity ÷ 2 = % chance.
Tracking -----	: ()	Awareness -10 = % chance (for characters without the ability to track)
Trap -----	: ()	Intelligence + Dexterity -30 = % chance (for characters without the ability to detect or disarm traps)
Vertigo -----	: ()	Mental-Strength + Vision ÷ 2 = % chance.
Wisdom: Avoidance-Roll vs. ----	: ()	Wisdom x2 = % chance.
Wisdom Roll -----	: ()	% dice-roll + Wisdom.
Check -----	: ()	Wisdom is your % chance (roll Wisdom or below to succeed).
Pitting Wisdom -----	: ()	Roll your % dice and add your Wisdom. Foe will also do the same. Higher roll wins.

Character Classe(s): _____

Experience Earned: _____

Experience needed to level:

(1 st : 50)	(11 th : 2,800)	(21 st : 10,550)	(31 st : 23,300)	(41 st : 41,050)	(51 st : 63,800)	(61 st : 91,550)	(71 st : 124,300)	(81 st : 162,050)	(91 st : 204,800)
(2 nd : 100)	(12 th : 3,350)	(22 nd : 11,600)	(32 nd : 24,850)	(42 nd : 43,100)	(52 nd : 66,350)	(62 nd : 94,600)	(72 nd : 127,850)	(82 nd : 166,100)	(92 nd : 209,350)
(3 rd : 200)	(13 th : 3,950)	(23 rd : 12,700)	(33 rd : 26,450)	(43 rd : 45,200)	(53 rd : 68,950)	(63 rd : 97,700)	(73 rd : 131,450)	(83 rd : 170,200)	(93 rd : 213,950)
(4 th : 350)	(14 th : 4,600)	(24 th : 13,850)	(34 th : 28,100)	(44 th : 47,350)	(54 th : 71,600)	(64 th : 100,850)	(74 th : 135,100)	(84 th : 174,350)	(94 th : 218,600)
(5 th : 550)	(15 th : 5,300)	(25 th : 15,050)	(35 th : 29,800)	(45 th : 49,550)	(55 th : 74,300)	(65 th : 104,050)	(75 th : 138,800)	(85 th : 178,550)	(95 th : 223,300)
(6 th : 800)	(16 th : 6,050)	(26 th : 16,300)	(36 th : 31,550)	(46 th : 51,800)	(56 th : 77,050)	(66 th : 107,300)	(76 th : 142,550)	(86 th : 182,800)	(96 th : 228,050)
(7 th : 1,100)	(17 th : 6,850)	(27 th : 17,600)	(37 th : 33,350)	(47 th : 54,100)	(57 th : 79,850)	(67 th : 110,600)	(77 th : 146,350)	(87 th : 187,100)	(97 th : 232,850)
(8 th : 1,450)	(18 th : 7,700)	(28 th : 18,950)	(38 th : 35,200)	(48 th : 56,450)	(58 th : 82,700)	(68 th : 113,950)	(78 th : 150,200)	(88 th : 191,450)	(98 th : 237,700)
(9 th : 1,850)	(19 th : 8,600)	(29 th : 20,350)	(39 th : 37,100)	(49 th : 58,850)	(59 th : 85,600)	(69 th : 117,350)	(79 th : 154,100)	(89 th : 195,850)	(99 th : 242,600)
(10 th : 2,300)	(20 th : 9,950)	(30 th : 21,800)	(40 th : 39,050)	(50 th : 61,300)	(60 th : 88,550)	(70 th : 120,800)	(80 th : 158,050)	(90 th : 200,300)	(100 th : 247,550)

+250,000 Exp. Points to advance each level after.

Level: (_____) _____

Ability-Points (A.P.): (_____) _____

At the creation of your character, or Level #0, you will roll 2-D6 A.P. to begin with.

+ 1-D6 A.P. per level advanced (+ adjustments if any). Ability-Points regeneration: 3 points per hour.

Spell-Points (S.P.): (_____) _____

At the creation of your character, or Level #0, you will roll 2-D6 S.P. to begin with.

+ 1-D6 S.P. per level advanced (+ adjustments if any). Spell-Points regeneration: 3 points per hour.

Modification-Points (M.P.): (_____) _____

At the creation of your character, or Level #0, you will roll 3-D20 +9 M.P. to begin with.

Every time you level, you will gain 2-D6 addition M.P. (+1 per 2 levels advanced).

Example:	1 st level: 2-D6	11 th Level: 2-D6 +5	21 st Level: 2-D6 +10	31 st Level: 2-D6 +10	42 nd Level: 2-D6 +10	53 rd Level: 2-D6 +10
	2 nd level: 2-D6 +1	12 th Level: 2-D6 +6	22 nd Level: 2-D6 +11	32 nd Level: 2-D6 +10	43 rd Level: 2-D6 +10	54 th Level: 2-D6 +10
	3 rd level: 2-D6 +1	13 th Level: 2-D6 +6	23 rd Level: 2-D6 +11	33 rd Level: 2-D6 +10	44 th Level: 2-D6 +10	55 th Level: 2-D6 +10
	4 th level: 2-D6 +2	14 th Level: 2-D6 +7	24 th Level: 2-D6 +12	34 th Level: 2-D6 +10	45 th Level: 2-D6 +10	56 th Level: 2-D6 +10
	5 th level: 2-D6 +2	15 th Level: 2-D6 +7	25 th Level: 2-D6 +12	35 th Level: 2-D6 +10	46 th Level: 2-D6 +10	57 th Level: 2-D6 +10
	6 th level: 2-D6 +3	16 th Level: 2-D6 +8	26 th Level: 2-D6 +13	36 th Level: 2-D6 +10	47 th Level: 2-D6 +10	58 th Level: 2-D6 +10
	7 th level: 2-D6 +3	17 th Level: 2-D6 +8	27 th Level: 2-D6 +13	37 th Level: 2-D6 +10	48 th Level: 2-D6 +10	59 th Level: 2-D6 +10
	8 th level: 2-D6 +4	18 th Level: 2-D6 +9	28 th Level: 2-D6 +14	38 th Level: 2-D6 +10	49 th Level: 2-D6 +10	60 th Level: 2-D6 +10
	9 th level: 2-D6 +4	19 th Level: 2-D6 +9	29 th Level: 2-D6 +14	39 th Level: 2-D6 +10	50 th Level: 2-D6 +10	61 st Level: 2-D6 +10
	10 th level: 2-D6 +5	20 th Level: 2-D6 +10	30 th Level: 2-D6 +15	40 th Level: 2-D6 +10	51 st Level: 2-D6 +10	62 nd Level: 2-D6 +10
				41 st Level: 2-D6 +20	52 nd Level: 2-D6 +26	Etc. There is no level cap.

Human: Humans will gain 1-D4 +1 M.P. per level advanced.

Misc.: _____

Treasure 100 copper = 1 bronze / 100 bronze = 1 silver / 100 silver = 1 electrum / 100 electrum = 1 white-gold / 100 white-gold = 1 yellow-gold / 100 yellow-gold = 1 black-gold

Copper ()- _____ White-Gold ()- _____
 Bronze ()- _____ Yellow-Gold ()- _____
 Silver ()- _____ Black-Gold ()- _____
 Electrum ()- _____ Gems (random roll-ups): _____ Special Gems (random to roll up): _____

Armors, Enchanted: Value:
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.

Armors, Magical: Value:
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.
 Class: () _____ W.G.

Artifacts / Oracles / Relics: **Charges:** **Information:** Value:
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.

Enchanted Items: **Charges:** **Information:** Value:
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.
 _____ ()- _____ W.G.

Gems:	Karat / Karat Value / Total Value	Karat / Karat Value / Total Value	Special properties of gems	Special Gems:
Amethyst:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
Diamond:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
Emerald:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
Jade:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	Special Gems (Blessed): _____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	Special Gems (Enchanted): _____
Pearl:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
Ruby:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	Special Gems (Magical): _____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
Sapphires:	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____
	(/ w.g. / w.g.)	(/ w.g. / w.g.)	_____	_____

