

# 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: Body-part, Damage-points. Rows include Head, Neck, Chest, Abdomen, Left-Hand, Left-Arm, Right-Hand, Right-Arm, Hip, Left-Leg, Left-Foot, Right-Leg, Right-Foot, Left-Wing, Right-Wing, Back, Tail.

Table with columns: %Roll:, Damage-points:. Rows include Head, Neck, Chest, Abdomen, Left-Hand, Left-Arm, Right-Hand, Right-Arm, Hip, Left-Leg, Left-Foot, Right-Leg, Right-Foot, Left-Wing, Right-Wing, Back, Tail.

Table with columns: %Roll:, Damage-points:. Rows include Head, Neck, Chest, Abdomen, Left-Hand, Left-Arm, Right-Hand, Right-Arm, Hip, Left-Leg, Left-Foot, Right-Leg, Right-Foot, Left-Wing, Right-Wing, Back, Tail.

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

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

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

Inner clothing:

Adj. Coord. ---- : ( )
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, Damage-points. Rows include Head, Neck, Chest, Abdomen, L-Hand (Glove), Left-Arm, R-Hand (Glove), Right-Arm, Hip, Left-Leg, Left-Foot (Boot), Right-Leg, Right-Foot (Boot), Back.

%Roll: Damage-points:
01-25: Section #1: \_\_\_\_\_
26-50: Section #2: \_\_\_\_\_
51-75: Section #3: \_\_\_\_\_
76-25: Section #4: \_\_\_\_\_
Special abilities: Acid: \_\_\_+
Blunt: \_\_\_+
Cold: \_\_\_+
Electricity: \_\_\_+
Fire: \_\_\_+
Needle: \_\_\_+
Sharp: \_\_\_+
Value: \_\_\_\_\_
Special: \_\_\_\_\_
Cost to fix per damage-point: \_\_\_\_\_

%Roll: Damage-points:
01-25: Section #1: \_\_\_\_\_
26-50: Section #2: \_\_\_\_\_
51-75: Section #3: \_\_\_\_\_
76-25: Section #4: \_\_\_\_\_
Special abilities: Acid: \_\_\_+ Large shield: Guards 2
Blunt: \_\_\_+ connecting areas of the body.
Cold: \_\_\_+ Small Shield: Guards 1 area of
Electricity: \_\_\_+ the body (player needs to write
Fire: \_\_\_+ it in, or areas are not guarded.
Needle: \_\_\_+ Guarding: \_\_\_\_\_
Sharp: \_\_\_+
Value: \_\_\_\_\_
Special: \_\_\_\_\_
Cost to fix per damage-point: \_\_\_\_\_

# 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

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

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

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

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

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

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

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

Misc.: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_





Background:

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Divine Favors:

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Languages:

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	/	/	/	/

Notes:

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Other Significant Features:

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Racial Abilities:

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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.

Table with columns: Gems, Karat / Karat Value / Total Value, Special properties of gems, Special Gems. Rows include Amethyst, Diamond, Emerald, Jade, Pearl, Ruby, and Sapphires.

