

# Guardians of Utaemia Character sheet

Race: \_\_\_\_\_ Name: \_\_\_\_\_ Player's name: \_\_\_\_\_ Gender: **F**Female **M**Male  
 Age: \_\_\_\_\_ Max. age: \_\_\_\_\_ Height: \_\_\_\_\_' - \_\_\_\_\_" Weight: \_\_\_\_\_Lbs.  
 Skin: \_\_\_\_\_ Hair: \_\_\_\_\_ Eye: \_\_\_\_\_ Handed: **F**Left **R**Right **A**Ambidextrous

## Race Adj. Characteristics

\_\_\_\_\_ Awareness: \_\_\_\_\_ (\_\_\_\_) "Awareness" check. Awareness = %chance: Roll the % number, or below, to succeed  
 \_\_\_\_\_ Charisma: \_\_\_\_\_ (\_\_\_\_) "Charisma" check. Charisma = %chance: Roll the % number, or below, to succeed  
 \_\_\_\_\_ Constitution: \_\_\_\_\_ (\_\_\_\_) "Constitution" check. Constitution = %chance: Roll the % number, or below, to succeed  
 Healing rates: D.P. per 24 Hrs.: \_\_\_\_\_ O.P. per turn: \_\_\_\_\_ B.P. per 12 hours: \_\_\_\_\_ (Constitution ÷ 4 round down)  
 Constitution ÷ 6 (rounded down) = Body part base (B.P.B.): \_\_\_\_\_ x this by Body part base (BODY PART BASE) on page #2  
 \_\_\_\_\_ Coordination: \_\_\_\_\_ (\_\_\_\_) "Coordination" check. Coordination = %chance: Roll the % number, or below, to succeed / **DEFENSE**:(\_\_\_\_)  
**Movement**: \_\_\_\_\_ (\_\_\_\_) Coordination ÷ 5 (round down) + height (round down to nearest foot)  
 \_\_\_\_\_ Dexterity: \_\_\_\_\_ (\_\_\_\_) "Dexterity" check. Dexterity = %chance: Roll the % number, or below, to succeed  
 Adjusted time for casting spells: \_\_\_\_\_ Dexterity ÷ 4 (rounded down) -4 / **OFFENSE**:(\_\_\_\_)  
 Chance to find Secret levers and Switches (Dexterity ÷ 10 (rounded down) = % chance: Current % chance \_\_\_\_\_ %  
 \_\_\_\_\_ Intelligence: \_\_\_\_\_ (\_\_\_\_) "Intelligence" check. Intelligence = %chance: Roll the % number, or below, to succeed  
 Adjusted spell-point(s) per level for: Animationist, Elemental Magician, Enchanter, Illusionist, Light Weaver, Locust  
 Magician, Magician, and Supernaturalist: \_\_\_\_\_ Intelligence ÷ 10 (rounded down) -2  
 Adjusted time for casting spells: \_\_\_\_\_ Intelligence ÷ 4 (rounded down) -4  
 \_\_\_\_\_ Mental-strength: \_\_\_\_\_ (\_\_\_\_) "Mental-strength" check. Mental-strength = %chance: Roll the % number, or below, to succeed  
 Adjusted spell-points per level for: Bard, Conjurer, Divinationist, Empath, Mutant, Psychic, and Spiritualist: \_\_\_\_\_  
 Mental-strength ÷ 10 (rounded down) -2 Extra powers (mutant): \_\_\_\_\_ Mental-strength ÷ 10 (rounded down) -3  
 Note: This is a one time bonus only. Adjusted time for casting spells: \_\_\_\_\_ Mental-strength ÷ 4 (rounded down) -4  
 \_\_\_\_\_ Strength: \_\_\_\_\_ (\_\_\_\_) "Strength" check. Strength = %chance: Roll the % number, or below, to succeed  
 Weight: Light (Strength x3): \_\_\_\_\_ Lbs. Normal (Strength x5): \_\_\_\_\_ Lbs. Heavy (Strength x10): \_\_\_\_\_ Lbs. Heaved (Strength x15): \_\_\_\_\_ Lbs.  
 Damage adjustment (for combat): Strength ÷ 5 -4 = \_\_\_\_\_  
 \_\_\_\_\_ Wisdom: \_\_\_\_\_ (\_\_\_\_) "Wisdom" check. Wisdom = %chance: Roll the % number, or below, to succeed  
 Adjusted spell-point(s) per level for: Druid, Fate, Healer, Mystic, Necromancer, and Shaman: \_\_\_\_\_ Wisdom ÷ 10 (rounded down) -2  
 Riddles: Common: Wisdom = % chance to know a riddle: \_\_\_\_\_ UnCommon: Wisdom ÷ 2 (rounded down) = % chance to know a riddle: \_\_\_\_\_  
 Rare: Wisdom ÷ 4 (rounded down) = % chance to know a riddle: \_\_\_\_\_ Legendary: Wisdom ÷ 10 (rounded down) = % chance to know a riddle: \_\_\_\_\_

**Jumping:** HORIZONTAL: Standstill: \_\_\_\_\_' - \_\_\_\_\_" / Running (x2 Standstill distance): \_\_\_\_\_' - \_\_\_\_\_" / VERTICAL: Standstill or Running: \_\_\_\_\_' - \_\_\_\_\_"

Note: Jumping from a standstill position is considered as if using all/both feet. If less than all/both feet are used, the span will be adjusted according to the discretion of the G.M.

## Avoidance-Rolls:

<b>Annihilation-Strike:</b> Coordination + Dexterity ÷ 10 (rounded down) = %chance. Roll the % number, or below, to succeed: (____)	<b>Mental-attack:</b> Mental-strength x 2 = %chance. Roll the % number, or below, to succeed: (____), or pit Mental-strength vs. your foe's Mental-strength and win (depending on the ruling).
<b>Breath:</b> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (____)	<b>Pain:</b> Mental-strength + Strength = %chance. Roll the % number, or below, to succeed: (____)
<b>Consciousness:</b> <b>Knocked out:</b> Strength + Constitution = %chance. Roll the % number, or below, to succeed: (____) <b>Waking from sleep:</b> Awareness = %chance. Roll the % number, or below, to succeed: (____)	<b>Paralysis:</b> Strength = %chance. Roll the % number, or below, to succeed: (____)
<b>Control PET or STEED:</b> Charisma + Dexterity = %chance. Roll the % number, or below, to succeed: (____)	<b>Petrification:</b> To avoid being turned into anything other than your natural self by a natural ability, just win initiative with your foe.
<b>Death:</b> Constitution + Mental-strength = %chance. Roll the % number, or below, to succeed: (____)	<b>Poison:</b> Constitution = %chance. Roll the % number, or below, to succeed: (____)
<b>Disease:</b> Constitution = %chance. Roll the % number, or below, to succeed: (____)	<b>Shock:</b> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (____)
<b>Enchantment:</b> Intelligence + Wisdom ÷ 10 (rounded down) = %chance. Roll the % number, or below, to succeed: (____)	<b>Sickness:</b> Constitution + Strength = %chance. Roll the % number, or below, to succeed: (____)
<b>Faith:</b> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (____)	<b>Stun:</b> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (____)
<b>Fall:</b> Coordination x 2 = %chance. Roll the % number, or below, to succeed: (____)	<b>Sudden Death:</b> Coordination + Dexterity = %chance. Roll the % number, or below, to succeed: (____)
<b>Fear:</b> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (____)	<b>Tracking:</b> Awareness -10 = %chance. Roll the % number, or below, to succeed: (____) This is for non-trackers attempting to track.
<b>Magic:</b> Intelligence x 2 = %chance. Roll the % number, or below, to succeed: (____), or pit your Intelligence vs. your opponent's Intelligence and win (depending on the ruling)	<b>Trap:</b> Int. + Dexterity. -30 = Difficulty Rating. See: "Traps, Disarming" in the Basic Rules Book. (____) This is for a non-thief attempting to disarm, find and set a trap.

**Offensive Section** Your Dexterity: \_\_\_\_\_ + Misc.: \_\_\_\_\_ TOTAL: ( \_\_\_\_\_ ) Add this # to your % dice-roll when attacking.

## WEAPONS

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

Rank:( \_\_\_\_\_ )- \_\_\_\_\_ Attacks / turn: \_\_\_\_/\_\_\_\_ Range: \_\_\_\_\_ Space(s) Size: \_\_\_\_\_ Strength to wield proficiently: \_\_\_\_\_  
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value: \_\_\_\_\_ Weapon Damage: \_\_\_\_\_ Weight: \_\_\_\_\_ LBS.  
Alloy / Leather / Wood type of weapon: \_\_\_\_\_ Special: \_\_\_\_\_

## Defensive Section

**Blocking:** Your Dexterity: \_\_\_\_\_ + Misc.: \_\_\_\_\_ TOTAL: ( \_\_\_\_\_ ) Add this # to your % dice-roll when defending.

Large Shield vs. Hand0held weapon: +20 / Hurled weapon: +10 / Thrown weapon: +15

Small Shield vs. Hand-held weapon: +15 / Hurled weapon: +5 / Thrown weapon: +10

**Dodging:** Coordination: \_\_\_\_\_ + Misc.: \_\_\_\_\_ TOTAL: ( \_\_\_\_\_ ) Add this # to your % dice-roll when defending.

Adjustments: vs. Physical grabs: Normal to dodge (no adjustments) / H.H. weapon: -10 / Hurled weapon: -30 / Thrown weapon: -20

**Parrying:** Dexterity: \_\_\_\_\_ + Misc.: \_\_\_\_\_ TOTAL: ( \_\_\_\_\_ ) Add this # to your % dice-roll when defending.

Adjustments: vs. Hand-held weapon: Normal / Hurled weapon: -20 / Thrown weapon: -10

**Luck** ( \_\_\_\_\_ )- \_\_\_\_\_

(2-D20 at the creation of your character and then 1-D6 per level advanced above level #0)

**Oxygen-points** (x3 Mental-strength): ( \_\_\_\_\_ )- \_\_\_\_\_

**Blood-points** (x3 Constitution): ( \_\_\_\_\_ )- \_\_\_\_\_

# Armors:

## Outer Armor:

## Inner Armor:

## Cape-Guard:

## Clothing:

## Total:

Adjusted Coordination:	_____	_____	_____	_____	_____
Adjusted Dexterity:	_____	_____	_____	_____	_____
Adjusted Movement:	_____	_____	_____	_____	_____
Damage-Reduction:	_____	_____	_____	_____	_____
Class:	_____	_____	_____	_____	_____
Type:	_____	_____	_____	_____	_____

## Special Abilities:

## Outer Armor:

## Inner Armor:

## Cape-Guard:

## Clothing:

%Roll, or higher, to	Acid: _____+	Acid: _____+	Acid: _____+	Acid: _____+
turn a successful	Blunt: _____+	Blunt: _____+	Blunt: _____+	Blunt: _____+
attack:	Cold: _____+	Cold: _____+	Cold: _____+	Cold: _____+
	Electricity: _____+	Electricity: _____+	Electricity: _____+	Electricity: _____+
	Fire: _____+	Fire: _____+	Fire: _____+	Fire: _____+
	Needle: _____+	Needle: _____+	Needle: _____+	Needle: _____+
	Sharp: _____+	Sharp: _____+	Sharp: _____+	Sharp: _____+

Value:	_____ white-gold	_____ white-gold	_____ white-gold	_____ white-gold
Quality:	_____	_____	_____	_____
Special:	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

## %Roll: Body part

## b.p.b. Body D.P.

01-08: Head	(x18)	_____ - _____
09-13: Neck	(x8)	_____ - _____
14-23: Chest	(x14)	_____ - _____
24-30: Abdomen	(x10)	_____ - _____
31-34: Left-Hand	(x8)	_____ - _____
35-40: Left-Arm	(x10)	_____ - _____
41-44: Right-Hand	(x8)	_____ - _____
45-50: Right-Arm	(x10)	_____ - _____
51-61: Hip	(x12)	_____ - _____
62-69: Left-Leg	(x12)	_____ - _____
70-74: Left-Foot	(x8)	_____ - _____
75-82: Right-Leg	(x12)	_____ - _____
83-87: Right-Foot	(x8)	_____ - _____
88-00: Back	(x10)	_____ - _____

## Base Damage-points: (\_\_\_\_\_)\_\_\_\_\_

If you play using Base Damage-points, you will start out with damage-points equal to your constitution. You will gain damage-points equal to your constitution per level advanced above Level 0.

# Shields:

Shield:

Shield:

Shield:

Shield:

Total:

Adjusted Coordination:	_____	_____	_____	_____	_____
Adjusted Dexterity:	_____	_____	_____	_____	_____
Adjusted Movement:	_____	_____	_____	_____	_____
Damage-Reduction:	_____	_____	_____	_____	_____
Grade:	_____	_____	_____	_____	_____
Type:	_____	_____	_____	_____	_____

## Special Abilities:

Acid:	_____+	Acid:	_____+	Acid:	_____+	Acid:	_____+
Blunt:	_____+	Blunt:	_____+	Blunt:	_____+	Blunt:	_____+
Cold:	_____+	Cold:	_____+	Cold:	_____+	Cold:	_____+
Electricity:	_____+	Electricity:	_____+	Electricity:	_____+	Electricity:	_____+
Fire:	_____+	Fire:	_____+	Fire:	_____+	Fire:	_____+
Needle:	_____+	Needle:	_____+	Needle:	_____+	Needle:	_____+
Sharp:	_____+	Sharp:	_____+	Sharp:	_____+	Sharp:	_____+

Value:	_____ white-gold	_____ white-gold	_____ white-gold	_____ white-gold
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Quality:	_____	_____	_____	_____
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Special:	_____	_____	_____	_____
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### %Roll: Shield section:

01-25: #1 (_____)	01-25: #1 (_____)	01-25: #1 (_____)	01-25: #1 (_____)
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_____	_____	_____	_____
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26-50: #2 (_____)	26-50: #2 (_____)	26-50: #2 (_____)	26-50: #2 (_____)
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_____	_____	_____	_____
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51-75: #3 (_____)	51-75: #3 (_____)	51-75: #3 (_____)	51-75: #3 (_____)
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_____	_____	_____	_____
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76-00: #4 (_____)	76-00: #4 (_____)	76-00: #4 (_____)	76-00: #4 (_____)
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_____	_____	_____	_____
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Location of shield:	Location of shield:	Location of shield:	Location of shield:
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<b>F</b> Left arm	<b>F</b> Left arm	<b>F</b> Left arm	<b>F</b> Left arm
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<b>F</b> Right arm	<b>F</b> Right arm	<b>F</b> Right arm	<b>F</b> Right arm
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<b>F</b> Back	<b>F</b> Back	<b>F</b> Back	<b>F</b> Back
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<b>F</b> Front	<b>F</b> Front	<b>F</b> Front	<b>F</b> Front
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Shield is currently guarding:_____			
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Note: Large shield can guard 2 areas of the body which connect; a small shield guards 1 (a guarding shield must be worn on the arm).

Other Armors or protection items which need to be considered during combat:

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# Treasure

Copper ( )-  
Bronze ( )-  
Silver ( )-  
Electrum ( )-  
White-gold ( )-  
Yellow-gold ( )-  
Black-gold ( )-

Armors: \_\_\_\_\_  
\_\_\_\_\_

ARTIFACTS: \_\_\_\_\_  
\_\_\_\_\_

Enchanted Items: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Gems: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Non-Magical Items: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ORACLES: \_\_\_\_\_  
\_\_\_\_\_

Other Valuable Items: \_\_\_\_\_  
\_\_\_\_\_

Potions: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

RELICS: \_\_\_\_\_  
\_\_\_\_\_

Rings: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Scrolls: \_\_\_\_\_  
\_\_\_\_\_

Spell-Runes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Wands: \_\_\_\_\_  
\_\_\_\_\_

Weapons: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



