

Guardians of Utaemia Character sheet

Race: _____ Name: _____ Player's name: _____
Age: _____ Max. age: _____ Height: ___'-___" Weight: _____lbs. Gender: ()Female ()Male
Skin: _____ Hair: _____ Eye: _____ Handed: ()Left ()Right ()Ambidextrous

Characteristics:

Race Adj. Current Adjusted

Awareness: _____ (____) **Detect sneak:** Awareness + %dice-roll vs. opponent's Sneak

Charisma: _____ (____) **Barter/Trade:** Charisma + % dice-roll (100+ = in your favor)

Constitution: _____ (____) **Blood-points:** (x3 Con.): (____)- _____
Healing: (Con. ÷ 4): _____ D.P. per 24 Hrs. / O.P. per turn / B.P. per 12 hours

Coordination: _____ (____) **Armor Imparement Negation:** For every 3 points of Coordination above 20, the coordination penalty for wearing restrictive armor(s) will be negated by 1 (down to a -1 adjustment).
Defense: Dodge: Coord.: _____ + Misc.: _____ = (____)
Hand Held: -10, Hurled: -30, Thrown: -20
Initiative: Coordination + %dice-roll (highest roll wins)
Jumping: Horizontal: Standstill: ___'-___" Running (x2 Standstill): ___'-___" Vertical: ___'-___"
Movement: Coord. ÷ 5 + height = Ground: _____, Flying: _____
Sneak: Coordination + % dice-roll vs. opponent's Detect Sneak.

Dexterity: _____ (____) **Adjusted casting time:** (hand casters only): _____ (Dex. ÷ 4) -4
Armor Imparement Negation: For every 3 points of Dexterity above 20, the dexterity penalty for wearing restrictive armor(s) will be negated by 1 (down to a -1 adjustment).
Defense: Blocking: Dex.: _____ + Misc.: _____ = (____)
Hand-held: +15, Hurled: +5, Thrown: +10
Parry: Dex.: _____ + Misc.: _____ = (____)
Hand Held: +0, Hurled: -20, Thrown: -10
Locate Secret Levers & Switches: Dexterity ÷ 10 = _____ %
Offense: Dexterity: _____ + Misc.: _____ = (____) + %Roll

Intelligence: _____ (____) **Adjusted spell-points per level:** _____ (Int. ÷ 10) -2
Animationist, Enchanter, Illusionist, Light Weaver, Magicians (all), Supernaturalist
Adjusted time for casting: _____ (Int. ÷ 4) -4

Mental-Strength: _____ (____) **Adjusted Mutant Powers:** _____ (M.S. ÷ 10) -3
Adjusted spell points per level: _____ (M.S. ÷ 10) -2
Bard, Conjurer, Divinationist, Empath, Mutant, Psychic, and Spiritualist
Adjusted time for casting: _____ (Mental Strength ÷ 4) -4

Strength: _____ (____) **Damage adjustment:** Strength ÷ 5 -4 = _____
Armor Imparement Negation: For every 3 points of Strength above 20, the movement penalty for wearing heavy armor(s) will be negated by 1 (down to a -1 adjustment).
Weight allowance: Normal (Str. x5), Heavy (Str. x10), Heaved (Str. x15)

Wisdom: _____ (____) **Adjusted spell-points per level:** _____ (Wis. ÷ 10) -2
Druid, Fate, Healer, Mystic, Necromancer, and Shaman

Level: (____)

Experience Earned: _____

Experience needed to level: _____

(Level #1 = 50)(Levels 2-6 = 100 x level advancing to), (Levels 7-30 = 700 x level advancing to) (Levels 31-60 = 1,300 x leveladvancing to), (Levels 61-100 = 1,900 x level advancing to) (+250,000 experience points to advance each level after 100th)

Luck (2-D20 + 1-D6 per level) : ()-
 Oxygen-points (x3 M.S.) --- : ()-
 Blood-points (x3 Con.) ----- : ()-

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

Note: Make sure to adjust your COORDINATION, DEXTERITY and MOVEMENT on page #1 of your character sheet.

Inner clothing:

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

Inner armor:

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

Outer armor:

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

Total:

%Roll: Body-part: Damage-points:

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

%Roll: Damage-points:

01-08: X	_____
09-13: X	_____
14-23: _____	_____
24-30: _____	_____
31-34: Glove _____	_____
35-40: _____	_____
41-44: Glove _____	_____
45-50: _____	_____
51-61: _____	_____
62-69: _____	_____
70-74: Boot _____	_____
75-82: _____	_____
83-87: Boot _____	_____
88-00: _____	_____

%Roll: Damage-points:

01-08: _____	_____
09-13: _____	_____
14-23: _____	_____
24-30: _____	_____
31-34: _____	_____
35-40: _____	_____
41-44: _____	_____
45-50: _____	_____
51-61: _____	_____
62-69: _____	_____
70-74: _____	_____
75-82: _____	_____
83-87: _____	_____
88-00: _____	_____

%Roll: Damage-points:

01-08: _____	_____
09-13: _____	_____
14-23: _____	_____
24-30: _____	_____
31-34: _____	_____
35-40: _____	_____
41-44: _____	_____
45-50: _____	_____
51-61: _____	_____
62-69: _____	_____
70-74: _____	_____
75-82: _____	_____
83-87: _____	_____
88-00: _____	_____

Special abilities:

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

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 Electricity: _____+
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 Electricity: _____+
 Fire: _____+
 Needle: _____+
 Sharp: _____+

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

Information (Inner armor):

Value: _____
 Quality: _____
 Special: _____

Value: _____
 Quality: _____
 Special: _____

Special: _____

Special: _____

Total D.P.: _____, Price / D.P.: _____ W.G., Total value: _____, Cost to fix / D.P.: _____ W.G.

Note: Make sure to adjust your COORDINATION, DEXTERITY and MOVEMENT on page #1 of your character sheet.

Cape-Guard (C.G.):

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

%Roll: Damage-points:

01-25: Section #1:	_____
26-50: Section #2:	_____
51-75: Section #3:	_____
76-25: Section #4:	_____

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

Value: _____
 Quality: _____
 Special: _____

Shield: (0)Small (0)Large

Total (C.G. & Shield):

Adj. Coordination ---- : _____
 Adj. Dexterity ----- : _____
 Adj. Movement ----- : _____
 Damage-Reduction -- : _____
 Grade ----- : _____
 Type: _____

%Roll: Damage-points:

01-25: Section #1:	_____
26-50: Section #2:	_____
51-75: Section #3:	_____
76-25: Section #4:	_____

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

Value: _____
 Quality: _____
 Special: _____

Location: (0)L-Arm, (0)R-Arm, (0)Back, (0)Front
 Guarding: _____
 Large guards: 2 connecting areas of the body, Small guards: 1.

Cape-Guard: Total D.P.: _____, Price / D.P.: _____ W.G., Total value: _____ W.G., fix cost / D.P.: _____ W.G.
 Shield: Total D.P.: _____, Price / D.P.: _____ W.G., Total value: _____ W.G., fix cost / D.P.: _____ W.G.

Base Damage-points: ()-

Base Damage-points are gotten through items found during game-play, and will always be explained when you find such items.

Treasure

Copper ()- _____ White-Gold ()- _____
 Bronze ()- _____ Yellow-Gold ()- _____
 Silver ()- _____ Black-Gold ()- _____
 Electrum ()- _____
 10 copper = 1 bronze * 10 bronze = 1 silver * 10 silver = 1 electrum * 10
 electrum = 1 white-gold * 10 white-gold = 1 yellow-gold * 10 yellow-gold = 1 black-gold

Armors and Shields:

____-()-_____
 ____-()-_____
 ____-()-_____

Armors and Shields:

____-()-_____
 ____-()-_____
 ____-()-_____

Artifacts / Oracles / Relics:

Charges:

()-_____
 ()-_____

Information:

Enchanted Items:

Charges:

()-_____
 ()-_____
 ()-_____
 ()-_____
 ()-_____
 ()-_____

Information:

Gems: Karat / Total value (value is in white-gold pieces):

Amethyst: (/) (/) (/) (/) (/) (/) (/)
 Diamond: (/) (/) (/) (/) (/) (/) (/)
 Emerald: (/) (/) (/) (/) (/) (/) (/)
 Jade: (/) (/) , (/) , (/) , (/) , (/) , (/)
 Pearl: (/) (/) , (/) , (/) , (/) , (/) , (/)
 Ruby: (/) (/) , (/) , (/) , (/) , (/) , (/)
 Sapphires: (/) (/) , (/) , (/) , (/) , (/) , (/)

Special Gems:

Information:

Value:

Other Valuable Items and Non-Magical Items:

Potions:

Doses:

Bottle

Potion-belt

Potion Information

	Doses:	Bottle	Potion-belt	Potion Information
	D.P.:	D.P.:	D.P.:	
1.	()-	()	()	_____
2.	()-	()	()	_____
3.	()-	()	()	_____
4.	()-	()	()	_____
5.	()-	()	()	_____
6.	()-	()	()	_____
7.	()-	()	()	_____
8.	()-	()	()	_____

Scrolls:

Ability:	Protection:	Spell:	Title:	Value:	Ability:	Protection:	Spell:	Title:	Value:
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Weapons:

____-()-_____
 ____-()-_____
 ____-()-_____
 ____-()-_____
 ____-()-_____