

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, Hurlled: -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, Hurlled: +5, Thrown: +10

Parry: Dex.:_____ + Misc.:____ = (____)

Hand Held: +0, Hurlled: -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: NCape-Guards (all) NLeather NSkin NRing NScale NChain NBanded NSplinted NPlate NShields: Nsmall Nlarge

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: _____+

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

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

Information (Inner armor):

Value: _____
Quality: _____
Special: _____

Special: _____

Special: _____

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

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: _____

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.

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.

Base Damage-points: ()-

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

Rank:	Weapon type:	Attacks/turn:	Range:	Size:	Str. to wield:	Type:	Value:	Damage:	Weight:
		()/()	___sp	___	___	()hand	___w.g.	()-D()+()	___lbs
Special:									

Rank: Weapon type: Attacks/turn: Range: Size: Str. to wield: Type: Value: Damage: Weight:
 _____ (____) / (____) ____sp ____ (____)hand ____ ____w.g. (____)-D(____) + (____) ____lbs
 Special: _____

Rank: Weapon type: Attacks/turn: Range: Size: Str. to wield: Type: Value: Damage: Weight:
 _____ _____ () / () ____sp ____ ()hand _____w.g. ()-D() +() ____lbs
 Special: _____

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<u>Rank:</u>	<u>Weapon type:</u>	<u>Attacks/turn:</u>	<u>Range:</u>	<u>Size:</u>	<u>Str. to wield:</u>	<u>Type:</u>	<u>Value:</u>	<u>Damage:</u>	<u>Weight:</u>
_____	_____	() / ()	____sp _____	_____	()hand _____	_____w.g.	_____	()-D() +()	_____lbs
Special: _____									

Weapons Trained in:

Axe, Battle: _Large _Small	_ Hatchet)
Ball and Chain: _Blunt _Spiked _Studded	_ Javeline: _Barb-tipped _Common-tipped
Ballast	_ Knee-blade
_Battering Ram	_ Knee-spike
Blowpipe: _12" _24" _36"	_ Knife
Bow: _Long _Recurve _Short	_ Kubaton
Catapult	_ Lance: _8' _10' _12' _14' _16'
_Chain, War	_ Mace: _Blunt _Spiked _Studded
_Club, Steel: _Large _Small	_ Morning Star: _Blunt _Spiked _Studded
_Club, Wood: _Large _Small	_ Pendulum and Chain
Crossbow	_ Pistol-crossbow
_Dagger	_ Scythe
_Dart, Throwing: _Barb-tipped, _Hunting-tipped, _Target-tipped	_ Sickle
_Elbow-blade	_ Sling
_Elbow-spike	_ Spear, Long: _Broad-tipped _Narrow-tipped
_Finger-blade	_ Spear, Short: _Broad-tipped _Narrow-tipped
_Finger-spikes	_ Staff: _Quarter _Short _Tri-section
_Fist-blades	_ Sword: _Broad _Cur _Katana _Long _N
_Fist-Spikes	_ Tonto
_Flail	_ Trident
_Foot-blade	_ Tri-Hand-Blades
_Foot-spike	_ Warpick
_Glaive	_ Whip
_Halberd	_ Wrist-blade
_Hammer, Battle: _Large _Small	

Anihilation-Strike:	()	Coordination + Dexterity ÷ 10 (rounded down)	
Awareness Check:	()	Awareness = % chance.	
Breath:	()	Constitution x2 = % chance.	
Characteristic:	x2 the characteristic = % chance.		
Charisma Check:	()	Charisma = % chance.	
Consciousness:	()	Strength + Constitution = % chance. (i.e. knocked out)	
	()	Awareness = % chance (i.e., waking from sleep)	
Constitution Check:	()	Constitution = % chance.	
Control PET or STEED:	()	Charisma + Dexterity = % chance.	
Coordination Check:	()	Coordination = % chance.	
Death:	()	Constitution + M.S. = % chance.	
Dexterity Check:	()	Dexterity = % chance.	
Disease:	()	Constitution = % chance.	
Enchantment:	()	Intelligence + Wisdom ÷ 10 (rounded down) = % chance.	
Faith:	()	Intelligence + Wisdom = % chance.	
Fall:	()	Coordination x2 = % chance.	
Fear:	()	Intelligence + Wisdom = % chance.	
Intelligence Check:	()	Intelligence = % chance.	
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 Check:	()	Mental-Strength = % chance.	
Pain:	()	Mental Strength + Strength = % chance.	
Paralysis:	()	Strength = % chance.	
Petrification:	()	Win initiative with your foe to avoid being turned into anything by a natural ability.	
Poison:	()	Constitution = % chance.	
Riddle:	Common: () Wis. / UnCommon: () Wis. ÷ 2 / Rare: () Wis. ÷ 4 / Legendary: () Wis. ÷ 10		
Shock:	()	Constitution x2 = % chance.	
Sickness:	()	Constitution + Strength = % chance.	
Strength Check:	()	Strength = % chance.	
Stun:	()	Constitution x2 = % chance.	
Sudden Death:	()	Coordination + Dexterity = % 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)
Waking from sleep:	()	Awareness = % chance.	
Wisdom Check:	()	Wisdom = % chance.	

Treasure

Copper ()-

Bronze ()-

Silver ()-

Electrum ()-

White-Gold ()-

Yellow-Gold ()-

Black-Gold ()-

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 D.P.:

Potion-belt D.P.:

Potion Information

Scrolls:

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

Weapons: