

Guardians of Utaemia Character sheet

Race:_____

Age:_____

Skin:_____

Name:_____

Max. age:_____

Hair:_____

Player's name:_____

Height:_____'-_____"

Eye:_____

Gender: **F**Female **F**Male

Weight:_____Lbs.

Handed: **F**Left **F**Right **F**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**:(____)

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:

<u>Annihilation-Strike:</u> Coordination + Dexterity ÷ 10 (rounded down) = %chance. Roll the % number, or below, to succeed: (____)	<u>Mental-attack:</u> 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).
<u>Breath:</u> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (____)	<u>Pain:</u> Mental-strength + Strength = %chance. Roll the % number, or below, to succeed: (____)
<u>Consciousness:</u> <u>Knocked out:</u> Strength + Constitution = %chance. Roll the % number, or below, to succeed: (____) <u>Waking from sleep:</u> Awareness = %chance. Roll the % number, or below, to succeed: (____)	<u>Paralysis:</u> Strength = %chance. Roll the % number, or below, to succeed: (____)
<u>Control PET or STEED:</u> Charisma + Dexterity = %chance. Roll the % number, or below, to succeed: (____)	<u>Petrification:</u> To avoid being turned into anything other than your natural self by a natural ability, just win initiative with your foe.
<u>Death:</u> Constitution + Mental-strength = %chance. Roll the % number, or below, to succeed: (____)	<u>Poison:</u> Constitution = %chance. Roll the % number, or below, to succeed: (____)
<u>Disease:</u> Constitution = %chance. Roll the % number, or below, to succeed: (____)	<u>Shock:</u> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (____)
<u>Enchantment:</u> Intelligence + Wisdom ÷ 10 (rounded down)= %chance. Roll the % number, or below, to succeed: (____)	<u>Sickness:</u> Constitution + Strength = %chance. Roll the % number, or below, to succeed: (____)
<u>Faith:</u> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (____)	<u>Stun:</u> Constitution x2 = %chance. Roll the % number, or below, to succeed: (____)
<u>Fall:</u> Coordination x 2 = %chance. Roll the % number, or below, to succeed: (____)	<u>Sudden Death:</u> Coordination + Dexterity = %chance. Roll the % number, or below, to succeed: (____)
<u>Fear:</u> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (____)	<u>Tracking:</u> Awareness -10 = %chance. Roll the % number, or below, to succeed: (____) This is for non-trackers attempting to track.
<u>Magic:</u> 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)	<u>Trap:</u> 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 / Hurlled weapon: -30 / Thrown weapon: -20

Parrying: Dexterity:_____ + Misc.:_____ TOTAL: (_____) Add this # to your % dice-roll when defending.
Adjustments: vs. Hand-held weapon: Normal / Hurlled 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 turn a successful attack:

Acid: _____+

Blunt: _____+

Cold: _____+

Electricity: _____+

Fire: _____+

Needle: _____+

Sharp: _____+

Value:

Quality:

Special:

_____white-gold

_____white-gold

_____white-gold

_____white-gold

<u>%Roll: Body part</u>	<u>b.p.b. Body D.P.</u>	
01-08: Head	(x72)	----- -
09-13: Neck	(x32)	----- -
14-23: Chest	(x56)	----- -
24-30: Abdomen	(x40)	----- -
31-34: Left-Hand	(x32)	----- -
35-40: Left-Arm	(x40)	----- -
41-44: Right-Hand	(x32)	----- -
45-50: Right-Arm	(x40)	----- -
51-61: Hip	(x48)	----- -
62-69: Left-Leg	(x48)	----- -
70-74: Left-Foot	(x32)	----- -
75-82: Right-Leg	(x48)	----- -
83-87: Right-Foot	(x32)	----- -
88-97: Back	(x40)	----- -
98-00: Tail	(x32)	----- -

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: +

%Roll, or higher, to Blunt: + Blunt: + Blunt: + Blunt: +

turn a successful Cold: + Cold: + Cold: + Cold: +

attack: Electricity: + Electricity: + Electricity: + Electricity: +

Fire: + Fire: + Fire: + Fire: +

Needle: + Needle: + Needle: + Needle: +

Sharp: + Sharp: + Sharp: + Sharp: +

Value:

Quality:

Special:

white-gold white-gold white-gold white-gold

%Roll: Shield section:

%Roll: Shield section:

%Roll: Shield section:

%Roll: Shield section:

01-25: #1 ()

01-25: #1 ()

01-25: #1 ()

01-25: #1 ()

26-50: #2 ()

26-50: #2 ()

26-50: #2 ()

26-50: #2 ()

51-75: #3 ()

51-75: #3 ()

51-75: #3 ()

51-75: #3 ()

76-00: #4 ()

76-00: #4 ()

76-00: #4 ()

76-00: #4 ()

Location of shield:

Location of shield:

Location of shield:

Location of shield:

F Left arm

F Left arm

F Left arm

F Left arm

F Right arm

F Right arm

F Right arm

F Right arm

F Back

F Back

F Back

F Back

F Front

F Front

F Front

F Front

Shield is currently

Shield is currently

Shield is currently

Shield is currently

guarding:_____

guarding:_____

guarding:_____

guarding:_____

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:

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: _____

Languages

Other

Other Significant Feature(s)

Racial Abilities:

Seeker Abilities and Spells:

Trade-Skills:

Weapons: