Guardians of Utaemia Character sheet

Race:_____   Name:_____   Player's name:_____   Gender: **F** Female **F** Male

Age:_____   Max. age:_____   Height:_____'-_____"   Weight:_____Lbs.

Skin:_____   Hair:_____   Eye:_____   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:(_____)

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:

Annihilation-Strike: Coordination + Dexterity ÷ 10 (rounded down) = %chance. Roll the % number, or below, to succeed: (_____)	**Mental-attack:** 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).
Breath: Constitution x 2 = %chance. Roll the % number, or below, to succeed: (_____)	**Pain:** Mental-strength + Strength = %chance. Roll the % number, or below, to succeed: (_____)
Consciousness: Knocked out: Strength + Constitution = %chance. Roll the % number, or below, to succeed: (_____) Waking from sleep: Awareness = %chance. Roll the % number, or below, to succeed: (_____)	**Paralysis:** Strength = %chance. Roll the % number, or below, to succeed: (_____)
Control PET or STEED: Charisma + Dexterity = %chance. Roll the % number, or below, to succeed: (_____)	**Petrification:** To avoid being turned into anything other than your natural self by a natural ability, just win initiative with your foe.
Death: Constitution + Mental-strength = %chance. Roll the % number, or below, to succeed: (_____)	**Poison:** Constitution = %chance. Roll the % number, or below, to succeed: (_____)
Disease: Constitution = %chance. Roll the % number, or below, to succeed: (_____)	**Shock:** Constitution x 2 = %chance. Roll the % number, or below, to succeed: (_____)
Enchantment: Intelligence + Wisdom ÷ 10 (rounded down)= %chance. Roll the % number, or below, to succeed: (_____)	**Sickness:** Constitution + Strength = %chance. Roll the % number, or below, to succeed: (_____)
Faith: Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (_____)	**Stun:** Constitution x2 = %chance. Roll the % number, or below, to succeed: (_____)
Fall: Coordination x 2 = %chance. Roll the % number, or below, to succeed: (_____)	**Sudden Death:** Coordination + Dexterity = %chance. Roll the % number, or below, to succeed: (_____)
Fear: Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (_____)	**Tracking:** Awareness -10 = %chance. Roll the % number, or below, to succeed: (_____) This is for non-trackers attempting to track.
Magic: 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)	**Trap:** 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.
01-07: Head	(x27)	_____-_____
08-11: Neck	(x12)	_____-_____
12-21: Chest	(x21)	_____-_____
22-31: Abdomen	(x15)	_____-_____
32-34: Left-Hand	(x12)	_____-_____
35-40: Left-Arm	(x15)	_____-_____
41-43: Right-Hand	(x12)	_____-_____
44-49: Right-Arm	(x15)	_____-_____
50-55: Front L-Leg	(x36)	_____-_____
56-61: Front R-Leg	(x36)	_____-_____
62-66: Left-Side	(x30)	_____-_____
67-71: Right-Side	(x30)	_____-_____
72-75: L-Flank	(x30)	_____-_____
76-79: R-Flank	(x30)	_____-_____
80-83: Back L-Leg	(x36)	_____-_____
84-87: Back R-Leg	(x36)	_____-_____
88-98: Back	(x30)	_____-_____
99-00: Tail	(x7)	_____-_____

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:

%Roll, or higher, to
turn a successful
attack:

Acid:	_____+	Acid:	_____+	Acid:	_____+	Acid:	_____+

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

Quality: _____   _____   _____   _____

Special: _____   _____   _____   _____

_____   _____   _____   _____

%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: ＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿

Character type:_____ You may create a class name for your character at your own discretion based on the abilities and spells you have

Level:___ Exp. Earned:_____ To level to: | (1st: 50) | (2nd: 100) | (3rd: 200) | (4th: 350)

(5th: 550)	(6th: 800)	(7th: 1,100)	(8th: 1,450)	(9th: 1,850)	(10th: 2,300)	(11th: 2,800)	(12th: 3,350)
(13th: 3,950)	(14th: 4,600)	(15th: 5,300)	(16th: 6,050)	(17th: 6,850)	(18th: 7,700)	(19th: 8,600)	(20th: 9,950)
(21st: 10,550)	(22nd: 11,600)	(23rd: 12,700)	(24th: 13,850)	(25th: 15,050)	(26th: 16,300)	(27th: 17,600)	(28th: 18,950)
(29th: 20,350)	(30th: 21,800)	(31st: 23,300)	(32nd: 24,850)	(33rd: 26,450)	(34th: 28,100)	(35th: 29,800)	(36th: 31,550)
(37th: 33,350)	(38th: 35,200)	(39th: 37,100)	(40th: 39,050)	(41st: 41,050)	(42nd: 43,100)	(43rd: 45,200)	(44th: 47,350)
(45th: 49,550)	(46th: 51,800)	(47th: 54,100)	(48th: 56,450)	(49th: 58,850)	(50th: 61,300)	(51st: 63,800)	(52nd: 66,350)
(53rd: 68,950)	(54th: 71,600)	(55th: 74,300)	(56th: 77,050)	(57th: 79,850)	(58th: 82,700)	(59th: 85,600)	(60th: 88,550)
(61st: 91,550)	(62nd: 94,600)	(63rd: 97,700)	(64th: 100,850)	(65th: 104,050)	(66th: 107,300)	(67th: 110, 600)	(68th: 113,950)
(69th: 117, 350)	(70th: 120,800)	(71st: 124,300)	(72nd: 127,850)	(73rd: 131,450)	(74th: 135,100)	(75th: 138,800)	(76th: 142,550)
(77th: 146,350)	(78th: 150,200)	(79th: 154,100)	(80th: 158,050)	(81st: 162,050)	(82nd: 166,100)	(83rd: 170,200)	(84th: 174,350)
(85th: 178,550)	(86th: 182,800)	(87th: 187,100)	(88th: 191,450)	(89th: 195,850)	(90th: 200,300)	(91st: 204,800)	(92nd: 209,350)
(93rd: 213,950)	(94th: 218,600)	(95th: 223,300)	(96th: 228,050)	(97th: 232,850)	(98th: 237,700)	(99th: 242,600)	(100th: 247,550)

* (+250,000 Experience points to advance each level after)

Ability-points: (____)-_____

Your character will gain 1-D6 ability points per level AFTER he or she gains an ability that you must use ability-points to invoke.

Spell-points: (____)-_____

Your character will gain 1-D6 spell-points per level AFTER he or she gains an ability that you must use ability-points to invoke.

Modification-points: (____)-_____

Modification Points earned per level: 2-D6 + 1 per 2 levels advanced above level #0. Humans gain +1-D4 +1 extra per level advanced.

Armor proficiencies:

If you wear one of the following armors without a proficiency, you will be penalized with a -10 to defensive rolls.

F Leather F Skin F Ring F Scale F Chain F Banded F Splinted F Plate F Shields F Cape-guards

Character Abilities and Spells

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Divine Favors

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Languages

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Other

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Other Significant Feature(s)

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Racial Abilities:

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Seeker Abilities and Spells:

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Trade-Skills:

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Weapons:

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