

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:

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 x 2 = %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. Handheld weapon: +20 / Hurlled weapon: +10 / Thrown weapon: +15
- Small Shield vs. Hand-held weapon: +15 / Hurlled 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	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)	_____ - _____
88-90: Left-Wing	(x10)	_____ - _____
91-93: Right-Wing	(x10)	_____ - _____
94-00: Back	(x12)	_____ - _____

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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F Left arm	F Left arm	F Left arm	F Left arm
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F Right arm	F Right arm	F Right arm	F Right arm
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F Back	F Back	F Back	F Back
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F Front	F Front	F Front	F Front
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Shield is currently	Shield is currently	Shield is currently	Shield is currently
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guarding:_____	guarding:_____	guarding:_____	guarding:_____
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_____	_____	_____	_____
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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:

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: