

# 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:

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

%Roll: Body part	b.p.b.	Body D.P.
01-08: Head	(x90)	----- -
09-13: Neck	(x50)	----- -
14-23: Chest	(x74)	----- -
24-30: Abdomen	(x58)	----- -
31-34: Left-Hand	(x50)	----- -
35-40: Left-Arm	(x58)	----- -
41-44: Right-Hand	(x50)	----- -
45-50: Right-Arm	(x58)	----- -
51-61: Hip	(x66)	----- -
62-69: Left-Leg	(x66)	----- -
70-74: Left-Foot	(x50)	----- -
75-82: Right-Leg	(x66)	----- -
83-87: Right-Foot	(x50)	----- -
88-97: Back	(x58)	----- -
98-00: Tail	(x50)	----- -

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:      +      +      +      +

%Roll, or higher, to

turn a successful

attack:

Blunt:      +      +      +      +

Cold:      +      +      +      +

Electricity:      +      +      +      +

Fire:      +      +      +      +

Needle:      +      +      +      +

Sharp:      +      +      +      +

Value:      white-gold      white-gold      white-gold      white-gold

Quality:

Special:

%Roll: Shield section:

01-25: #1 (      )

26-50: #2 (      )

51-75: #3 (      )

76-00: #4 (      )

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently

guarding:

%Roll: Shield section:

01-25: #1 (      )

26-50: #2 (      )

51-75: #3 (      )

76-00: #4 (      )

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently

guarding:

%Roll: Shield section:

01-25: #1 (      )

26-50: #2 (      )

51-75: #3 (      )

76-00: #4 (      )

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently

guarding:

%Roll: Shield section:

01-25: #1 (      )

26-50: #2 (      )

51-75: #3 (      )

76-00: #4 (      )

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently

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: