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

Characteristics

Race Adj.

_____ 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:_____
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_____

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: _____+

	Outer Armor	Inner Armor	Cape-Guard	Clothing
Value:	_____white-gold	_____white-gold	_____white-gold	_____white-gold
Quality:	_____	_____	_____	_____
Special:	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

%Roll: Body part	b.p.b.	Body D.P.
01-08: Head	(x12)	_____-_____
09-13: Neck	(x6)	_____-_____
14-23: Chest	(x10)	_____-_____
24-30: Abdomen	(x7)	_____-_____
31-34: Left-Hand	(x6)	_____-_____
35-40: Left-Arm	(x7)	_____-_____
41-44: Right-Hand	(x6)	_____-_____
45-50: Right-Arm	(x7)	_____-_____
51-61: Hip	(x8)	_____-_____
62-69: Left-Leg	(x8)	_____-_____
70-74: Left-Foot	(x6)	_____-_____
75-82: Right-Leg	(x8)	_____-_____
83-87: Right-Foot	(x6)	_____-_____
88-00: Back	(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:

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

	Shield	Shield	Shield	Shield
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 guarding:_____	Shield is currently guarding:_____	Shield is currently guarding:_____	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: _____
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ARTIFACTS: _____
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Enchanted Items: _____
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Gems: _____
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Non-Magical Items: _____
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ORACLES: _____
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Other Valuable Items: _____
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Potions: _____
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RELICS: _____
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Rings: _____
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Scrolls: _____
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Spell-Runes: _____
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Wands: _____
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Weapons: _____
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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.
Ƒ Leather Ƒ Skin Ƒ Ring Ƒ Scale Ƒ Chain Ƒ Banded Ƒ Splinted Ƒ Plate Ƒ Shields Ƒ 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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