

# Character Sheet

## Personal Data

Name \_\_\_\_\_

Gender \_\_\_\_\_

Race \_\_\_\_\_

Date of Birth \_\_\_\_\_

Age \_\_\_\_\_

Hair Color \_\_\_\_\_

Eye Color \_\_\_\_\_

Height / Weight \_\_\_\_\_



Profession \_\_\_\_\_

Culture \_\_\_\_\_

Social Standing \_\_\_\_\_

Place of Birth \_\_\_\_\_

Family \_\_\_\_\_

Characteristics \_\_\_\_\_

<b>COU</b>	<b>SGC</b>	<b>INT</b>	<b>CHA</b>	<b>DEX</b>	<b>AGI</b>	<b>CON</b>	<b>STR</b>

**Advantages**

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**Disadvantages**

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**General Special Abilities**

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	Stat	Bonus/ Penalty	Bought	Max
<b>Life Points</b> <small>(Racial Base Stat + CON + CON)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Arcane Energy</b> <small>(20 for Spellcaster + Primary Attribute)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Karma Points</b> <small>(20 for Blessed One + Primary Attribute)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Spirit</b> <small>(Racial Base Stat + (COU+SGC+INT)/6)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
<b>Toughness</b> <small>(Racial Base Stat + (CON+CON+STR)/6)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>
<b>Dodge</b> <small>(AGI/2)</small>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>

**Fate Points**

Stats	Bonus/ Penalty	Max	Current
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input style="width: 90%;" type="text"/>

**Experience Level**

AP total	AP available	AP spent
<input style="width: 80%;" type="text"/>	<input style="width: 80%;" type="text"/>	<input style="width: 80%;" type="text"/>



## Character Sheet

Game Stats

Encumbrance

COU

SGC

INT

CHA

DEX

AGI

CON

STR

## SKILLS

Skill	Check	ENC	Impr.	SR	R	Notes	Skill	Check	ENC	Impr.	SR	R	Notes
<b>Physical Skills</b> COU/AGI/STR <span style="float: right;">p. 188-192</span>							<b>Knowledge Skills</b> SGC/SGC/INT <span style="float: right;">p. 201-205</span>						
Body Control	AGI/AGI/CON	yes		D			Astronomy	SGC/SGC/INT	no		A		
Carousing	SGC/CON/STR	no		A			Gambling	SGC/SGC/INT	no		A		
Climbing	COU/AGI/STR	yes		B			Geography	SGC/SGC/INT	no		B		
Dancing	SGC/CHA/AGI	yes		A			History	SGC/SGC/INT	no		B		
Feat of Strength	CON/STR/STR	yes		B			Law	SGC/SGC/INT	no		A		
Flying	COU/INT/AGI	yes		B			Magical Lore	SGC/SGC/INT	no		C		
Gaukelei	COU/CHA/DEX	yes		A			Math	SGC/SGC/INT	no		A		
Perception	SGC/INT/INT	maybe		D			Mechanics	SGC/SGC/DEX	no		B		
Pickpocket	COU/DEX/AGI	yes		B			Myths & Legends	SGC/SGC/INT	no		B		
Riding	CHA/AGI/STR	yes		B			Religions	SGC/SGC/INT	no		B		
Self-Control	COU/COU/CON	no		D			Sphere Lore	SGC/SGC/INT	no		B		
Singing	SGC/CHA/CON	maybe		A			Warfare	COU/SGC/INT	no		B		
Stealth	COU/INT/AGI	yes		C			<b>Craft Skills</b> DEX/DEX/CON <span style="float: right;">p. 206-213</span>						
Swimming	AGI/CON/STR	yes		B			Alchemy	COU/SGC/DEX	yes		C		
<b>Social Skills</b> INT/CHA/CHA <span style="float: right;">p. 193-197</span>							<b>Artistic Ability</b> INT/DEX/DEX <span style="float: right;">p. 206-213</span>						
Disguise	INT/CHA/AGI	maybe		B			Clothworking	SGC/DEX/DEX	yes		A		
Empathy	SGC/INT/CHA	no		C			Commerce	SGC/INT/CHA	no		B		
Etiquette	SGC/INT/CHA	maybe		B			Driving	CHA/DEX/CON	yes		A		
Fast-Talk	COU/INT/CHA	no		C			Earthenraft	DEX/DEX/STR	yes		A		
Intimidation	COU/INT/CHA	no		B			Leatherworking	DEX/AGI/CON	yes		B		
Persuasion	COU/SGC/CHA	no		B			Metalworking	DEX/CON/STR	yes		C		
Seduction	COU/CHA/CHA	maybe		B			Music	CHA/DEX/CON	yes		A		
Streetwise	SGC/INT/CHA	maybe		C			Pick Locks	INT/DEX/DEX	yes		C		
Willpower	COU/INT/CHA	no		D			Prepare Food	INT/DEX/DEX	yes		A		
<b>Nature Skills</b> COU/AGI/CON <span style="float: right;">p. 198-200</span>							<b>Sailing</b> DEX/AGI/STR <span style="float: right;">p. 206-213</span>						
Animal Lore	COU/COU/CHA	yes		C			Treat Disease	COU/INT/CON	yes		B		
Fishing	DEX/AGI/CON	maybe		A			Treat Poison	COU/SGC/INT	yes		B		
Orienting	SGC/INT/INT	no		B			Treat Soul	INT/CHA/CON	no		B		
Plant Lore	SGC/DEX/CON	maybe		C			Treat Wounds	SGC/DEX/DEX	yes		D		
Ropes	SGC/DEX/STR	maybe		A			Woodworking	DEX/AGI/STR	yes		B		
Survival	COU/AGI/CON	yes		C									
Tracking	COU/INT/AGI	yes		C									

### Attribute Modifiers

	-3	-2	-1	0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							



Skill Points	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
+16	6

**Languages**

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**Scripts**

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## Character Sheet

Combat

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MOV	LP	DO	INI	SPI	TOU

<b>COU</b>	<b>SGC</b>	<b>INT</b>	<b>CHA</b>	<b>DEX</b>	<b>AGI</b>	<b>CON</b>	<b>STR</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Combat Techniques	Primary Attribute	Impr. CSR	AT/RC	PA
Bows	DEX	C		
Brawling	AGI/STR	B		
Chain Weapons	STR	B		
Crossbows	DEX	B		
Daggers	AGI	B		
Fencing Weapons	AGI	C		
Impact Weapons	STR	C		
Lances	STR	B		
Pole Weapons	AGI/STR	C		
Shields	STR	C		
Swords	AGI/STR	C		
Thrown Weapons	DEX	B		
Two-Handed Impact Weapons	STR	C		
Two-Handed Swords	STR	C		

### Combat Special Abilities

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### Close Combat Weapons

Weapon	Combat Technique	Damage Bonus	Base DP	Overall	AT/PA Mod.	Reach	AT	PA	Weight

### Ranged Weapons

Weapon	Combat Technique	Reload Time	DP	Ammunition	Range	Ranged Combat	Weight

### Armor

Armor	PRO	ENC	Add. Penalties	Weight	Travel, Combat, ...

### Shield/Parrying Weapon

Shield/Parrying Weapon	Structure Points	AT/PA Mod.	Weight

### Life Points

Max	Current		
<input style="width: 40px;" type="text"/>	<input style="width: 200px;" type="text"/>		
<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
1/4 lost (+1 Pain)	1/2 lost (+1 Pain)	3/4 lost (+1 Pain)	5 or less (+1 Pain)
0 or less = Hero is dying			

Condition	Level I (-1)	Level II (-2)	Level III (-3)	Level IV (Incapacitated)
Confusion				
Encumbrance				
Fear				
Pain				
Paralysis				
Rapture				
Stupor				









