Classic Fantasy

Player _____ **Character** _____

Race/Culture _____ **Class** _____ **Rank** _____

Age _____ **Gender** _____ **Handedness** _____

Frame _____ **Height** _____ **Weight** _____

Homeland _____ **Deity** _____

Characteristics

	Original	Max.	Current
Strength			
Constitution			
Size			
Dexterity			
Intelligence			
Power			
Charisma			

Attributes

	Original	Current
Action Points		
Damage Modifier		
Experience Modifier		
Healing Rate		
Initiative		
Luck Points		
Movement Rate		

Standard Skills

Skill	basic %	⚡	☑	%
Athletics 🔒	STR + DEX			
Boating 🔒	STR + CON			
Conceal 🔒	DEX + POW			
Customs	INT x2			
Dance 🔒	DEX + CHA			
Deceit	INT + CHA			
Drive 🔒	DEX + POW			
First Aid 🔒	INT + DEX			
Influence	CHA x2			
Insight	INT + POW			
Locale	INT x2			
Perception	INT + POW			
Ride 🔒	DEX + POW			
Sing	CHA + POW			
Stealth 🔒	DEX + INT			
Swim 🔒	STR + CON			
Unarmed 🔒	STR + DEX			

Resistances

	% base	⚡	☑	%
Brawn 🔒	STR + SIZ			
Endurance	CON x2			
Evade 🔒	DEX x2			
Willpower	POW x2			

Magic Skills

Skill	basic %	⚡	☑	%
Alchemy	INT x2			
Arcane Casting	INT + POW			
Arcane Knowledge	INT x2			
Channel	INT + CHA			
Piety _____	POW + CHA			

Professional Skills

Skill	basic %	⚡	☑	%

Languages (INT + CHA)

Skill	⚡	☑	%
Native T. (_____)			

Magic Points

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	

Used MP (active effects): _____

Experience Rolls

Passions

Passion	%

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by 1/2
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Possible

Fatigue

Current Level	State	Skill	Move	Initiative	Action Points	Recovery
☐	Fresh	-	-	-	-	-
☐	Winded	Hard	-	-	-	15 mins
☐	Tired	Hard	-5 feet	-	-	3 hours
☐	Wearied	Form	-5 feet	-2	-	6 hours
☐	Exhausted	Form	Half	-4	-1	12 hours
☐	Debilitated	Herc	Half	-6	-2	18 hours
☐	Incapacitated	Herc	None	-8	-3	24 hours
☐	Semi-Conscious	Hope	No Activity Possible			36 hours
☐	Comatose		No Activity Possible			48 hours
☐	Dead					Never

⚡: Fumbled skill | ☑: Trained skill | 🔒: Affected by Encumbrance (ENC) | 🛡: Armour Penalty

Design and layout: Pelayo MDC

Abilities

Movement

Movement Type	Move	🛡	Current
Walk	____	-	____
Run[1] = Move (+Ath./25(rd)x5 ft) x3	____	- 🛡x3 ft	____
Sprint[1] = Move (+Ath./25(rd)x5 ft) x5	____	- 🛡x3 ft	____
Jump[2] Horizontal[1] hPCx2 (+Ath./20(rd) x3 f	____	- 🛡x2 ft	____
Jump[2] Vertical[1] hPC/2 (+Ath./20(rd) x6 in.	____	- 🛡x6 in.	____
Climb Rough or rugged surface	____	- 🛡x2 ft	____
Climb Steep surface	____	- 🛡x4 ft	____
Climb Sheer surface	____	- 🛡x6 ft	____
Swim[3] = Move/2 (+Swim/20(rd) x5 ft.)	____	(4)	____

(1): Athletics critical success: +3 ft. to base/jump Movement.
(2): hPC: PC's height (feet). Minimal run-up = 15 ft.
Without run-up: halved distance and - 🛡 x2 ft.
(3): Swimming critical success = +3 ft.
(4): Swimming Move /2 - 🛡 x6 = { > 0: PC floats and can move. = 0: PC floats but can't move. < 0: PC sinks.

Equipment & Armour

Equipment ENC _____
Armour ENC (Equipped. = ENC/2) _____
TOTAL ENC _____
Armour Penalty (🛡) = armour ENC/5 _____

Hit Locations

d20	Location	AP	Hit Points										
19 - 20	Head	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
16 - 18	Left Arm	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
13 - 15	Right Arm	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
10 - 12	Chest	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
7 - 9	Abdomen	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
4 - 6	Left Leg	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯
1 - 3	Right Leg	🛡	0	1 -1	2 -2	3 -3	4 -4	5 -5	6 -6	7 -7	8 -8	9 -9	10 -10	◯

Combat Style

Style		Weapons	🗲	☑	%
_____	🔒	_____	☐	☐	_____
Unarmed	🔒	_____	☐	☐	_____

Weapons & Shields

Melee weapons & shields	Damage	Size	Reach	Traits	Combat Effects	AP	HP (Max./current)
							/_____
							/_____
							/_____
							/_____
							/_____
							/_____
							/_____
							/_____

Ranged weapons	Damage	DM	Force	Load	Range	Combat Effects	Size	AP	HP (Max./current)
									/_____
									/_____

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