

Adventurer Name: \_\_\_\_\_ **1** Gender: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Age: \_\_\_\_\_

|                           |       |       |
|---------------------------|-------|-------|
|                           | score | bonus |
| <b>Mental Strength:</b>   |       |       |
| <b>Intellect:</b>         |       |       |
| <b>Quickness:</b>         |       |       |
| <b>Coordination:</b>      |       |       |
| <b>Health:</b>            |       |       |
| <b>Physical Strength:</b> |       |       |
| <b>Luck:</b>              |       |       |

Handedness: \_\_\_\_\_

Carry Max/Current: /

Initial Training: \_\_\_\_\_ **3**

Specialization: \_\_\_\_\_

|   |    |   |
|---|----|---|
|   | MP | + |
| B |    |   |
| C |    |   |

**6**

PR: \_\_\_\_\_ **4**

DR: \_\_\_\_\_

Initiative: **5**

Offensive: +1    Defensive: -2

|    |    |   |
|----|----|---|
| ra | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| ch | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| hd | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| la | DP | A |
| B  |    |   |
| C  |    |   |

**Offensive Actions**

|  |                         |         |       |
|--|-------------------------|---------|-------|
|  | Melee                   | Missile | Magic |
|  | To Hit Foe              |         |       |
|  | No PS bonus for missile |         |       |
|  | Damage to Foe           |         |       |

| Attitude:           | Bonus To Hit | CO bonus | Other bonus | Total To Hit | Action bonus | PS bonus | Other bonus | Total DP |
|---------------------|--------------|----------|-------------|--------------|--------------|----------|-------------|----------|
| Balanced Attitude:  | -            |          |             |              | -            |          |             |          |
| Offensive Attitude: | + 1          |          |             |              | -            |          |             |          |
| Defensive Attitude: | - 2          |          |             |              | -            |          |             |          |

**10**

**Defensive Actions**

|  |                            |
|--|----------------------------|
|  | Using 2H Item, -1 to parry |
|  | Parry                      |
|  | Dodge                      |

| Attitude:           | Base | PS bonus | Other bonus | Total Parry | Base | CO bonus | Other bonus | Total Dodge |
|---------------------|------|----------|-------------|-------------|------|----------|-------------|-------------|
| Balanced Attitude:  | -    |          |             |             | -    |          |             |             |
| Offensive Attitude: | - 2  |          |             |             | - 2  |          |             |             |
| Defensive Attitude: | + 1  |          |             |             | + 1  |          |             |             |

**11**

|       |     |     |     |     |    |          |  |
|-------|-----|-----|-----|-----|----|----------|--|
| Extra | 2nd | 3rd | 4th | 5th | on | Special: |  |
|       |     |     |     |     |    | Special: |  |

**12** **13**

| Items / Gear | Item in Hand(s): |      |        |
|--------------|------------------|------|--------|
| Item         | Found?           | Item | Found? |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |
|              |                  |      |        |

**14**

**Other Treasure**

sp: \_\_\_\_\_ gp: \_\_\_\_\_

**15**

|    |    |   |
|----|----|---|
| rh | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| st | DP | A |
| B  |    |   |
| C  |    |   |

**7**

|    |    |   |
|----|----|---|
| lh | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| rl | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| ll | DP | A |
| B  |    |   |
| C  |    |   |

**9**

|          |       |
|----------|-------|
| shield   |       |
| protects | DP    |
| hd       | Base: |
| ch       |       |
| st       |       |
| ar       |       |
| ha       |       |
| le       |       |

|    |    |   |
|----|----|---|
| rf | DP | A |
| B  |    |   |
| C  |    |   |

|    |    |   |
|----|----|---|
| lf | DP | A |
| B  |    |   |
| C  |    |   |

Weapon in: RH **8** LH \_\_\_\_\_

| Specializations: | Trained | Attr Met | Can try? | Bonus | Notes |
|------------------|---------|----------|----------|-------|-------|
| Melee Combat     |         |          | Y        |       |       |
| Missile Combat   |         |          | Y        |       |       |
| Locks            |         |          | Y        |       |       |
| Traps            |         |          | Y        |       |       |
| Stealth          |         |          | Y        |       |       |
| Elemental Magic  |         |          | Y        |       |       |
| Creation Magic   |         |          |          |       |       |
| Illusion Magic   |         |          |          |       |       |
| Convert          |         |          |          |       |       |
| Destroy          |         |          |          |       |       |
| Heal             |         |          | Y        |       |       |

**16**

**Miscellaneous**

**17**

# Instructions for the Adventurer Sheet

These instructions have been created to guide the player through the process of filling out an adventurer sheet. They are not a substitute for the guidelines; players should read through the adventurer creation steps in the guidelines before filling out this sheet.

**1** Adventurer Details (top line): This area of the adventurer sheet is for personal information; name, gender, height, weight and age are all important things that bring the adventurer to life. These are the basic details needed to play.

**2** Adventurer Attributes: The starting 24 points for the attributes are placed in the boxes labeled 'score'. The minimum score for each attribute is 1, the maximum is 6. Any bonus (or penalty) for the attribute score is placed in the box labeled 'bonus'. Note that Luck does not have a 'bonus' box.

**3** Additional Adventurer Information: This section of the sheet provides a place for specialization and initial training, handedness, and weight capacity. The box labeled 'Carry Max/Current' will contain two values: 'Max' is the maximum weight (in units) carried by the adventurer. It is determined by the rule: Physical Strength x 5. 'Current' is calculated after gear has been chosen (total units carried). Note that the encumbrance rules are optional (GM decision).

**4** Power Rating (PR) and Difficulty Rating (DR): The starting adventurer has a PR of 24 (total of all attribute scores). As the adventurer grows stronger, gaining in attributes, the PR increases. Use this box to quickly identify the PR for your adventurer. The DR is calculated by dividing the PR by 7 (the number of attributes) and rounding up. All starting adventurers have a DR of 4.

**5** Initiative: The initiative is calculated by adding the Coordination bonus to the Quickness score. Place the total in this box. Note that initiative can change when a different combat attitude is chosen (Offensive +1, Defensive -2).

**6** Magical Points (MP): Every adventurer has magic points, even those initially specializing in combat or thievery. This grid contains four values: 'B' (base), 'C' (current base), '+' (added), and a total box (lower right box in the grid). The base MP is calculated with Mental Strength, Intellect and Health (see the rules for calculations by specialization). The 'C' box stores the current base MP (when starting, it is the same as the base MP) – it can be used for adjusting the value throughout game play. The '+' box holds the total value of any special items or boons that have been added to the base MP. For example, a magical ring that adds 1 to MP would be reflected as a '1' in this box. The lower right box is the total current MP with any added (+) bonuses. This last box usually reflects the adventurer's current (remaining) MP with bonuses. The lower boxes will change as MP is used and recovered.

**7** Damage Points (DP): The eleven areas of the body can take damage. These individual grids store the DP so the player and GM can keep track of how the adventurer is doing. The eleven body parts are listed in the left upper part of the grid: 'hd' (head), 'ra' (right arm), 'ch' (chest and back), 'la' (left arm), 'rh' (right hand), 'st' (stomach and lower back), 'lh' (left hand), 'rl' (right leg), 'll' (left leg), 'rf' (right foot), and 'lf' (left foot). The starting adventurer has 24 DP to distribute for these eleven areas (see rules for details, including bonuses and penalties for Health).

The grid has four small boxes and a line. The line is the place where armor should be listed when used for that body part. The 'B' (base) box [under DP] is used to store the base DP for that body part. This almost never changes unless Health is trained enough to receive a bonus to overall DP. The box for 'C' [under DP] is for the current base DP. This value can change when damage is taken. The box labeled 'A' is for any bonuses provided by armor. As armor is damaged, this value can change. Lastly, the lower right box is for the current DP total for that body part (base DP + armor). This box most frequently changes.

**8** Hands Required for Weapon: Once weapons have been chosen, it's important to note which hands are needed. Check the empty box for hands in use for any weapon or shield. Note that a two handed weapon (e.g. staff, pole arm) requires checks in both empty boxes.

**9** Shield grid: this section is used for adventurers with the Melee specialization. The shield can provide additional DP protection (see the guidelines for specific areas protected by the small and large shield). Note which areas are protected by the shield in use by marking the body part in the left side of the grid. Place the current DP value in the 'base' box (the larger box underneath this area can be used for the current DP of the shield). Lastly, place the shield type (small, large) in the top left part of the grid.

**10** Offensive Actions Detail: This section is used to list bonuses and/or penalties for attacks and offensive actions. Calculate totals for these actions by providing the values for attribute bonuses and special items in the appropriate columns in the grid. Two sections, labeled 'To Hit Foe' and 'Damage to Foe', are used for calculating the bonuses or penalties for hitting and damage.

**11** Defensive Actions Detail: This section is used to calculate bonuses and/or penalties to defense. Sections, 'Parry' and 'Dodge', are listed separately. Calculate defense totals by filling out the grid columns appropriately.

**12** 'Extra' grid: This grid is used for calculating extra actions (attacks, conversions, etc.).

**13** 'Special' section: Use this area to list any special actions or abilities available to the adventurer (e.g. Backstab).

**14** Items / Gear: Use this section to keep track of items, gear and other stuff your adventurer has. The 'Found?' column is used to store the location the item is found on the adventurer. For example, a backpack can be listed as 'on the back'. Also, a smaller item (book) can be listed as 'in backpack'. Note that the back of this sheet can be used if additional space is needed.

The 'Primary Item' box can be used to indicate what item is currently in hand or being used. For melee specialists, this can be their primary weapon.

**15** Other Treasure: Use this area to store all coins, gems, jewelry and other notable treasure items. The 'sp' (silver pieces) and 'gp' (gold pieces) boxes can be used to store all total coins.

**16** Specializations: This grid stores the current specialization information. Adventurers start with one specialization but can gain more as they progress in PR. Check off specializations in the 'Trained' box as they are gained. Mark which specializations can be achieved with the current attribute scores in the 'Attr Met' column. Note that specializations without the minimum attributes score required cannot be achieved.

Put the total bonuses (attributes, items, etc.) in the 'Bonus' column next to each specialization. The 'Notes' column is used to store any notes about that specialization.

It is not necessary to fill in all the columns to start play.

**17** Miscellaneous: This space can be used for anything the player wants to add. It can be used as extra item or treasure space, or notes on the adventurer.

**Notable Missing Areas:** We have not included a space for every possible adventurer detail on this sheet. This sheet was not intended to be a complete character portfolio but only to serve as a way to track the things needed for quick reference. Background story, eye color, likes and dislikes, fears, and so forth can be stored elsewhere.