ELRIC! — DARK FANTASY ROLEPLAYING

ADVENTURER SHEET

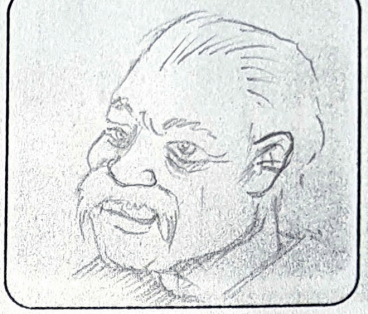
Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
9	16	30

SYMBOL / PORTRAIT



CHARACTERISTICS

☐ STR	8		
☐ CON	5		
SIZ	7		
☐ INT	9 x5=	Idea	45 %
☐ POW	5 x5=	Luck	25 %
☐ DEX	6 x5=	Dexterity	30 %
APP	10 x5=	Charisma	50 %

DAMAGE BONUS: -1d4

Name FOX

Birthplace BAKSHAAN Sex M Age 52

Family _____

Title/Nickname _____

Looks, Attitude HAUGHTY BEARING.
RED HAIR & MUSTACH.
TOTAL ALCOHOLIC PISSHEAD.
COVER - CURSED MERCHANT

SKILLS

Art (05%):		☐ Jump (25%)		☐ Ride (35%)	
☐ OBJECT'S D'ART	50	☐ Listen (25%)	60	☐ _____	
☐ COURTLY MANNERS	40	☐ Million Spheres (00)		☐ _____	
☐ Bargain (15%)	40	☐ Move Quietly (20%)	50	☐ Sailing (15%)	
☐ Climb (40%)		☐ Natural World (25%)		☐ Scent/Taste (15%)	
☐ Conceal Object (25%)		☐ Navigate (10%)		☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)	50	☐ Search (20%)	
☐ _____		Other Language (00)		☐ Swim (25%)	
☐ _____		☐ _____		☐ Throw (25%)	
☐ _____		☐ _____		☐ Track (10%)	
☐ Disguise (15%)		☐ _____		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)	40	☐ Physik (30%)		☐ Young Kingdoms (15%)	50
☐ Fast Talk (15%)	60	☐ Pick Lock (05%)		☐ _____	
☐ Hide (20%)	50	☐ Potions (00)		☐ SEDUCTION	70
☐ Insight (15%)	40	☐ Repair/Devise (DEX x4%)		☐ INTIMIDATE	40

HIT POINTS

UNCONSCIOUS								
Dead	-2	-1	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐ Brawl (50%)	20	1d3 - 1d4			
☐ Wrestle (25%)					
*☐ RAPIER	50	1d6+1 - 1d4			
*☐ BROADSWORD	35	1d8+1 - 1d4			
☐ KNIFE	40	1d4 - 1d4			
☐					
☐					
☐					
☐					
☐					

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/___	/___		

☐ SHIELD _____ % Attack Damage _____

H S F L Base Chance _____ % HP _____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐ THROWN KNIFE	45	1d4 - 1d4			
☐					
☐					

* NOT STRONG OR DEXTEROUS ENOUGH

ELRIC! ADVENTURER SHEET

DARK FANTASY ROLEPLAYING™

Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
6	13	27

CHARACTERISTICS

☐ STR	6		
☐ CON	7	DAMAGE BONUS	-1d6
SIZ	5		
☐ INT	9 x5=	Idea	45 %
☐ POW	5 x5=	Luck	25 %
☐ DEX	8 x5=	Dexterity	40 %
APP	10 x5=	Charisma	50 %

Name MOTH

Birthplace RAKSHAAN **Sex** F **Age** 51

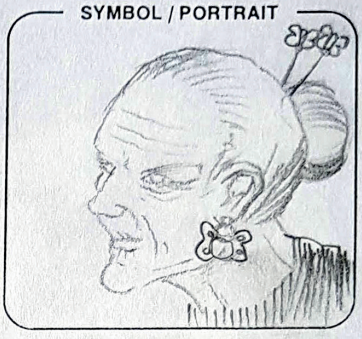
Family _____

Title/Nickname _____

Looks, Attitude WAS ONCE STUNNINGLY BEAUTIFUL. VERY WRINKLEY. HUSKY VOICE.

COVER - EX-PROSTITUE, BROTHEL OWNER

SYMBOL / PORTRAIT



SKILLS

Art (05%):		☐ Jump (25%)		☐ Ride (35%)	
☐ COURTLY MANNERS	50	☐ Listen (25%)	40	☐ _____	
☐ SINGING	70	☐ Million Spheres (00)		☐ _____	
☐ Bargain (15%)		☐ Move Quietly (20%)	40	☐ Sailing (15%)	
☐ Climb (40%)		☐ Natural World (25%)		☐ Scent/Taste (15%)	
☐ Conceal Object (25%)		☐ Navigate (10%)		☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)	50	☐ Search (20%)	60
☐ _____		Other Language (00)		☐ Swim (25%)	
☐ _____		☐ LOW MELNIBONEAN	50	☐ Throw (25%)	
☐ _____		☐ _____		☐ Track (10%)	
☐ Disguise (15%)	50	☐ _____		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)		☐ Physik (30%)		☐ Young Kingdoms (15%)	50
☐ Fast Talk (15%)		☐ Pick Lock (05%)		☐ _____	
☐ Hide (20%)	40	☐ Potions (00)	40	☐ PLAY LYRE	60
☐ Insight (15%)		☐ Repair/Devise (DEX x4%)		☐ _____	

HIT POINTS

UNCONSCIOUS								
Dead	-2	-1	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	Brawl (50%)	30	1d3-1d6			
☐	Wrestle (25%)					
@ ☐	HAIR PIN	50	1d3-1d6			
* ☐	BROADSWORD	35	1d8+1-1d6			
☐	KNIFE	40	1d4-1d6			
☐						
☐						
☐						
☐						
☐						

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
_____	___ / ___	___ / ___	___	___

☐ SHIELD ____ % Attack Damage _____

H S F L Base Chance ____ % HP ____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐	HAIR PIN DARTS	45	1d2-1d6		1	
☐						
☐						

@ CAN BE POISONED

* TO LITTLE STR + DEX TO USE

ELRIC! — DARK FANTASY ROLEPLAYING

ADVENTURER SHEET

Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
9	17	24

CHARACTERISTICS

☐ STR	7	DAMAGE BONUS	-1d4
☐ CON	5		
SIZ	6		
☐ INT	10 x5=	Idea	%
☐ POW	5 x5=	Luck	%
☐ DEX	9 x5=	Dexterity	%
APP	8 x5=	Charisma	%

Name OWL

Birthplace BAKSHAAN **Sex** M **Age** 56

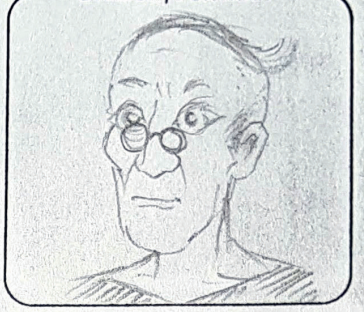
Family _____

Title/Nickname _____

Looks, Attitude WISE MORNFUL EYES. LONG LEGS.

COVER - BEGGAR.

SYMBOL / PORTRAIT



SKILLS

Art (05%):		☐ Jump (25%)	60	☐ Ride (35%)	
☐		☐ Listen (25%)		☐	
☐		☐ Million Spheres (00)		☐	
☐ Bargain (15%)		☐ Move Quietly (20%)	70	☐ Sailing (15%)	
☐ Climb (40%)	50	☐ Natural World (25%)		☐ Scent/Taste (15%)	
☐ Conceal Object (25%)		☐ Navigate (10%)	40	☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)		☐ Search (20%)	60
☐ DRIVE	40	Other Language (00)		☐ Swim (25%)	
☐		☐		☐ Throw (25%)	
☐		☐		☐ Track (10%)	40
☐ Disguise (15%)	40	☐		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	50
☐ Evaluate (15%)		☐ Physik (30%)		☐ Young Kingdoms (15%)	
☐ Fast Talk (15%)	50	☐ Pick Lock (05%)		☐	
☐ Hide (20%)	40	☐ Potions (00)		☐ MEMORISE	50
☐ Insight (15%)	50	☐ Repair/Devise (DEX x4%)		☐	

HIT POINTS

UNCONSCIOUS

Dead -2 -1 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 31

32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48 49

MAGIC POINTS

Unconscious 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 31

32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47 48 49

50 51 52 53 54 55 56 57 58

59 60 61 62 63 64 65 66 67

68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	Brawl (50%)	35	1d3-1d4			
☐	Wrestle (25%)					
☐	WEIGHTED ROPE	50	1d4-1d4@			
*☐	BROADSWORD	30	1d8+1-1d4			
☐	KNIFE	40	1d4-1d4			
☐						
☐						
☐						
☐						
☐						

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/	/		

☐ SHIELD _____ % Attack Damage _____

H S F L Base Chance _____ % HP _____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
*☐	SLING	45	1d8-1d4		1	
☐						
☐						

@ SPECIAL ATTACKS, ENTANGLE OR STRANGLE

* NOT DEXTEROUS OR STRONG ENOUGH

ELRIC!
DARK FANTASY ROLEPLAYING™

ADVENTURER SHEET

Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
2	14	22

SYMBOL / PORTRAIT



CHARACTERISTICS

☐ STR	8		
☐ CON	9		
SIZ	7		
☐ INT	10	x5= Idea	50 %
☐ POW	5	x5= Luck	25 %
☐ DEX	6	x5= Dexterity	30 %
APP	5	x5= Charisma	25 %

DAMAGE BONUS: -1d4

Name SHARK
Birthplace BAKSHAAN Sex M Age 54
Family
Title/Nickname

Looks, Attitude HEAVILY SCARRED FACE. MISSING RIGHT HAND.

COVER - PIRATE 1ST MATE

SKILLS

Art (05%):		☐ Jump (25%)	40	☐ Ride (35%)	
☐ STORY TELLING	40	☐ Listen (25%)	60	☐	
☐		☐ Million Spheres (00)		☐	
☐ Bargain (15%)		☐ Move Quietly (20%)	40	☐ Sailing (15%)	70
☐ Climb (40%)	50	☐ Natural World (25%)	50	☐ Scent/Taste (15%)	
☐ Conceal Object (25%)		☐ Navigate (10%)	60	☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)		☐ Search (20%)	
☐		Other Language (00)		☐ Swim (25%)	50
☐		☐ PANDE	40	☐ Throw (25%)	
☐		☐ MABDEN	20	☐ Track (10%)	
☐ Disguise (15%)		☐		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)		☐ Physik (30%)		☐ Young Kingdoms (15%)	50
☐ Fast Talk (15%)		☐ Pick Lock (05%)		☐	
☐ Hide (20%)	40	☐ Potions (00)		☐	
☐ Insight (15%)		☐ Repair/Devise (DEX x4%)	50	☐	

HIT POINTS

UNCONSCIOUS								
Dead	-2	-1	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	Brawl (50%)	35				
☐	Wrestle (25%)					
* ☐	SEA AXE	50	2d6+2-1d4			
† ☐	BROADSWORD	30	1d8+1-1d4			
☐	KNIFE	40	1d4-1d4			
☐						
☐						
☐						
☐						
☐						

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/	/		

☐ SHIELD ____ % Attack Damage ____

H S F L Base Chance ____ % HP ____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐	HARPOON †	45	2d8+4-1d4			
☐						
☐						

* CAN'T USE. ONE HANDED.
† NOT STRONG ENOUGH

ELRIC! — DARK FANTASY ROLEPLAYING™

ADVENTURER SHEET

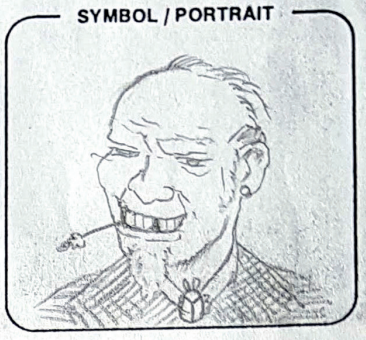
Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
6	12	25

SYMBOL / PORTRAIT



CHARACTERISTICS

☐ STR	7				
☐ CON	10				
SIZ	5				
☐ INT	8	x5=	Idea	40	%
☐ POW	5	x5=	Luck	25	%
☐ DEX	9	x5=	Dexterity	45	%
APP	6	x5=	Charisma	30	%

DAMAGE BONUS: -1d6

Name SLUG!
Birthplace BAKSHAAN Sex M Age 55
Family
Title/Nickname

Looks, Attitude HAS A SQUINT. YELLOW STAINED TEETH.

COVER - STREET CLEANER

SKILLS

Art (05%):		☐ Jump (25%)		☐ Ride (35%)	
☐		☐ Listen (25%)		☐	
☐		☐ Million Spheres (00)		☐	
☐ Bargain (15%)		☐ Move Quietly (20%)	50	☐ Sailing (15%)	
☐ Climb (40%)	60	☐ Natural World (25%)		☐ Scent/Taste (15%)	
☐ Conceal Object (25%)		☐ Navigate (10%)	50	☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)		☐ Search (20%)	
☐ SEWERS	40	Other Language (00)		☐ Swim (25%)	40
☐ PICK POCKET	40	☐		☐ Throw (25%)	
☐		☐		☐ Track (10%)	
☐ Disguise (15%)		☐		☐ Trap (05%)	50
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)		☐ Physik (30%)		☐ Young Kingdoms (15%)	50
☐ Fast Talk (15%)		☐ Pick Lock (05%)	70	☐	
☐ Hide (20%)	40	☐ Potions (00)		☐ TOUCH/FEEL	60
☐ Insight (15%)		☐ Repair/Devise (DEX x4%)	50	☐	

HIT POINTS

		UNCONSCIOUS						
Dead	-2	-1	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	Brawl (50%)	30	1d3-1d6			
☐	Wrestle (25%)					
☐	GARROT	50	SPECIAL			
☐						
*☐	BROADSWORD	35	1d8+1-1d6			
☐	KNIFE	40	1d4-1d6			
☐						
☐						
☐						
☐						

TOO WEAK TO USE

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/___	/___		

☐ SHIELD ____% Attack Damage ____

H S F L Base Chance ____% HP ____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐	SHURIKEN	45	1d4-1d6			
☐						
☐						

ELRIC! — DARK FANTASY ROLEPLAYING

ADVENTURER SHEET

Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
8	20	24

SYMBOL / PORTRAIT



CHARACTERISTICS

☐ STR	6	DAMAGE BONUS	
☐ CON	7		-1d6
SIZ	5		
☐ INT	8 x5=	Idea	40 %
☐ POW	5 x5=	Luck	25 %
☐ DEX	10 x5=	Dexterity	50 %
APP	9 x5=	Charisma	45 %

Name SNAKE

Birthplace BARSMAAN **Sex** M **Age** 54

Family _____

Title/Nickname _____

Looks, Attitude EXTRA FINGER ON BOTH HANDS. PIERCING GREY EYES.

COVER - BARMAN

SKILLS

Art (05%):		☐ Jump (25%)		☐ Ride (35%)	
☐ _____		☐ Listen (25%)		☐ _____	
☐ _____		☐ Million Spheres (00)		☐ _____	
☐ Bargain (15%)		☐ Move Quietly (20%)	40	☐ Sailing (15%)	
☐ Climb (40%)		☐ Natural World (25%)	50	☐ ~~Scent~~/Taste (15%)	60
☐ Conceal Object (25%)	40	☐ Navigate (10%)		☐ Scribe (00)	
Craft (05%):		☐ Oratory (05%)		☑ Search (20%)	
☐ COOKING	50	Other Language (00)		☐ Swim (25%)	
☐ BREWING	40	☐ _____		☐ Throw (25%)	
☐ _____		☐ _____		☐ Track (10%)	
☐ Disguise (15%)		☐ _____		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)		☐ Physik (30%)	50	☑ Young Kingdoms (15%)	50
☐ Fast Talk (15%)		☐ Pick Lock (05%)		☐ _____	
☐ Hide (20%)	40	☐ Potions (00)	70	☐ INTERROGATION	50
☑ Insight (15%)		☐ Repair/Devise (DEX x4%)		☑ HYPNOSIS	60

HIT POINTS

			UNCONSCIOUS						
Dead	-2	-1	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	31	
32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	

MAGIC POINTS

Unconscious	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	31	
32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	
50	51	52	53	54	55	56	57	58	
59	60	61	62	63	64	65	66	67	
68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

	Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐	Brawl (50%)	35				
☐	Wrestle (25%)					
* ☐	THIEVES BLUDGEON	50	1d6 - 1d6			
* ☐	BROADSWORD	30	1d8+1 - 1d6			
☐	KNIFE	40	1d4 - 1d6			
☐						
☐						
☐						
☐						
☐						

* TOO WEAK TO USE

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/	/		

☐ SHIELD _____ % Attack Damage _____

H S F L Base Chance _____ % HP _____

MISSILE WEAPONS

	Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐	BLOW PIPE	45	SPECIAL			
☐						
☐						

ELRIC! DARK FANTASY ROLEPLAYING

ADVENTURER SHEET

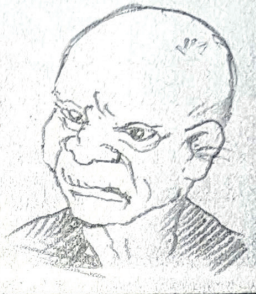
Player's Name _____

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ALLEGIANCE

CHAOS	BALANCE	LAW
3	12	27

SYMBOL / PORTRAIT



CHARACTERISTICS

☐ STR	10	DAMAGE BONUS	0
☐ CON	6		
SIZ	7		
☐ INT	9 x5=	Idea	45 %
☐ POW	5 x5=	Luck	25 %
☐ DEX	8 x5=	Dexterity	40 %
APP	5 x5=	Charisma	25 %

Name SQUID

Birthplace BAKSHAAN **Sex** M **Age** 53

Family _____

Title/Nickname _____

Looks, Attitude LIMP IN RIGHT LEG (FARMING ACCIDENT). BALD.

COVER - FARMER

SKILLS

Art (05%):		☐ Jump (25%)		☐ Ride (35%)	
☐ _____		☐ Listen (25%)		☐ _____	
☐ _____		☐ Million Spheres (00)		☐ _____	
☐ Bargain (15%)		☐ Move Quietly (20%)	40	☐ Sailing (15%)	
☐ Climb (40%)		☐ Natural World (25%)	50	☐ Scent/Taste (15%)	60
☐ Conceal Object (25%)	40	☐ Navigate (10%)		☐ Scribe (00)	50
Craft (05%):		☐ Oratory (05%)		☐ Search (20%)	
☐ FORGERY	50	Other Language (00)		☐ Swim (25%)	
☐ FARMING	50	☐ _____		☐ Throw (25%)	
☐ _____		☐ _____		☐ Track (10%)	40
☐ Disguise (15%)	70	☐ _____		☐ Trap (05%)	
☐ Dodge (DEX x2%)	40	☐ Own Lang. (INT x5%)		☐ Unknown Kingdoms (00)	
☐ Evaluate (15%)		☐ Physik (30%)	40	☐ Young Kingdoms (15%)	50
☐ Fast Talk (15%)		☐ Pick Lock (05%)		☐ _____	
☐ Hide (20%)	60	☐ Potions (00)		☐ _____	
☐ Insight (15%)		☐ Repair/Devise (DEX x4%)		☐ _____	

HIT POINTS

			UNCONSCIOUS					
Dead	-2	-1	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49

MAGIC POINTS

Unconscious	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	31
32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
☐ Brawl (50%)	50	1d3			
☐ Wrestle (25%)	50				
☐ BROADSWORD	35	1d8+1			
☐ KNIFE	40	1d4			
☐					
☐					
☐					
☐					
☐					
☐					

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
	/	/		

☐ SHIELD _____ % Attack Damage _____

H S F L Base Chance _____ % HP _____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
☐ DESERT BOW	45	1d8+2			
☐					
☐					