

# ODYSSEYS & OVERLORDS



## CHARACTER RECORD SHEET

**Character Name** \_\_\_\_\_



**Class** \_\_\_\_\_ **Level** \_\_\_\_\_ **Genus** \_\_\_\_\_  
**Initiative** \_\_\_\_\_ **Attack Bonus** \_\_\_\_\_ **Gender** \_\_\_\_\_ **Age** \_\_\_\_\_  
**Nationality** \_\_\_\_\_ **XP** \_\_\_\_\_ **Player** \_\_\_\_\_

**ABILITIES**

**STRENGTH**  
 Modifier \_\_\_\_\_

**DEXTERITY**  
 Modifier \_\_\_\_\_

**CONSTITUTION**  
 Modifier \_\_\_\_\_

**INTELLIGENCE**  
 Modifier \_\_\_\_\_

**WISDOM**  
 Modifier \_\_\_\_\_

**CHARISMA**  
 Modifier \_\_\_\_\_

**SAVING THROWS**

**Death Ray or Poison**

**Magic Wands**

**Paralysis or Petrify**

**Dragon Breath**

**Spells**

**Misc. Notes**

**COMBAT**

**AC** **HP**

**Weapon** **AB** **Damage** **Range**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Money** \_\_\_\_\_

**Spells/Abilities** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Items** \_\_\_\_\_

# ODYSSEYS & OVERLORDS

## CHARACTER RECORD SHEET

**WRITTEN & DEVELOPED BY: TRAVIS LEGGE**

**EXECUTIVE PRODUCER: STEVE HEIDEN**

**COVER ART: TRAVIS LEGGE**

**ODYSSEYS & OVERLORDS CHARACTER RECORD SHEET** contains Open Game Content in accordance with the Open Game License v1.0a. (Hereafter referred to as OGL) The text of the OGL can be found on pages 5-6 of this book.

**ODYSSEYS & OVERLORDS**, the **ODYSSEYS & OVERLORDS** game setting, all artwork and design elements, specific layout and trade dress, Chandra, Ragnar, Abyss-Kissed, Spellscorched, and specific race and class descriptions apart from game system & rules information, are hereby defined as Product Identity in accordance with the OGL and are Copyright ©2019 Aegis Studios.

All charts, systems, and rules modifications are hereby designated as Open Game Content in accordance with the OGL.

**ODYSSEYS & OVERLORDS Character Record Sheet** Copyright© 2019 [Aegis Studios](#). All Rights Reserved.

More work from Travis Legge at


Dungeon Masters Guild: <https://www.dmsguild.com/browse.php?author=Travis%20Legge>

Storytellers Vault: <https://www.storytellersvault.com/browse.php?author=Travis%20Legge>

**ODYSSEYS & OVERLORDS** was created through the support of my Patrons, whom I would like to thank:

arcadia666, Alejandro Rodriguez, Andy Foster, Ben, Mx. Corey Frang, Chris Walz, Collegium Arcanum, Denis J Mc Carthy, Hiten Dave, Howard Jabroni, Jen Douglas, Kobayashi, Lewis L Harris II, Larry Scharnweber, Matt, Rhel, Richard Watkins, Ryan Davis, Sarah Stewart, Sean Holman & Thomas L. Vaultonburg

You can support my work and get exclusive Behind the Scenes access, info & discounts at <http://patreon.com/travislegge>



# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



## CHARACTER RECORD SHEET

This document contains the sheet you will use to record your character's Abilities, Saving Throws, Equipment, and Spells or Abilities. Using the character creation guidelines provided in the **Odysseys & Overlords Player's Guide**, you will have all the information you need to begin YOUR adventure in the world of **Odysseys & Overlords!**

**Odysseys & Overlords** offers four genera from which players may create characters.

**Humans** are the oldest genus, from whom the other mortals are drawn by blessing or curse. Favored by the Gods before the Schism, humans are the most populous people in the world.

**Abyss-kissed** are mortals who are descended from the fallen Gods who sided with Ragnar in the Schism. Their infernal blood grants them special abilities.

**Spellscorched** are descended from the priests and priestesses of the Goddess of Knowledge. The spellscorched are gifted in the ways of magic, but their forms have been twisted by mystical misfortune. They do not take their gift of magic lightly as they know all too well the toll that sorcery can exact. Lastly, the

**Wild folk** are descended from a peaceful era in which the company of human and beast was not frowned upon and love ruled over mortals. Wild folk now live with the stigma of being remnants of forbidden love and the agony of being ever separated from the two worlds of their heritage.

**Odysseys & Overlords** also offers five classes for player characters to choose from.

**Bards** travel the world seeking lore and sharing tales of daring and heroism. Through adventuring, Bards unearth ancient tales of the time before the schism while chronicling the new and exciting adventures of their traveling companions.

**Clerics** are those who have devoted themselves to the service of a deity. In ages past there were a wide variety of Clerics, but now there are only those who worship Chandra and those who worship Ragnar. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and seeking fallen relics of the Golden Age for the glory of their deity.

**Fighters** include soldiers, guardsmen, berserker warriors, and anyone else for whom fighting is a way of life. They train in combat, and they generally approach problems head on, weapon drawn.

**Thieves** are those who take what they want or need by stealth, disarming traps and picking locks to get to the gold they crave; or "borrowing" money from pockets, belt pouches, etc. right under the nose of the "mark" without the victim ever knowing.

Who will YOU play?

**Character Name** \_\_\_\_\_



**Class** \_\_\_\_\_ **Level** \_\_\_\_\_ **Genus** \_\_\_\_\_

**Initiative** \_\_\_\_\_ **Attack Bonus** \_\_\_\_\_ **Gender** \_\_\_\_\_ **Age** \_\_\_\_\_

**Nationality** \_\_\_\_\_ **XP** \_\_\_\_\_ **Player** \_\_\_\_\_

**ABILITIES**

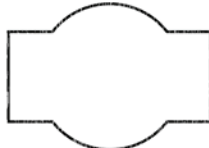
**SAVING THROWS**

**COMBAT**

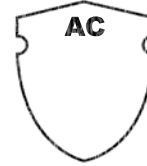


**STRENGTH**

Modifier \_\_\_\_\_

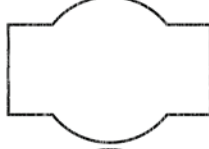


**Death Ray  
or Poison**



**DEXTERITY**

Modifier \_\_\_\_\_



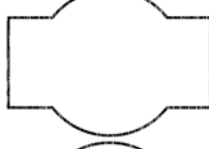
**Magic  
Wands**

**Weapon**      **AB**      **Damage**      **Range**



**CONSTITUTION**

Modifier \_\_\_\_\_

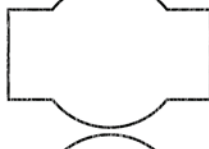


**Paralysis  
or Petrify**



**INTELLIGENCE**

Modifier \_\_\_\_\_



**Dragon  
Breath**



**WISDOM**

Modifier \_\_\_\_\_



**Spells**



**CHARISMA**

Modifier \_\_\_\_\_

**Misc. Notes**

**Money** \_\_\_\_\_

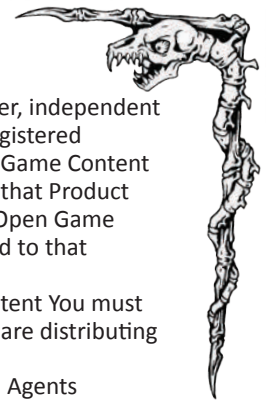
**Spells/Abilities** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Items** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Languages** \_\_\_\_\_



## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open

Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

**Orcus from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

**Scarecrow from the Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

**Castles & Crusades: Players Handbook**, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

**Castles & Crusades: Monsters Product Support**, Copyright 2005, Troll Lord Games.

**Sword & Board A Basic Fantasy Companion** Copyright © 2011 Dan Buterbaugh

**Basic Fantasy Role-Playing Game** Copyright © 2006-2016 Chris Gonnerman.

**Equipment Packs: A Basic Fantasy Supplement** Copyright © 2009 Shayne Power.

**Armor and Shields: A Basic Fantasy Supplement** Copyright © 2010 Jeff Johnson.

**Magic-User Options: A Basic Fantasy Supplement** Copyright © 2011 Tom Hoyt.

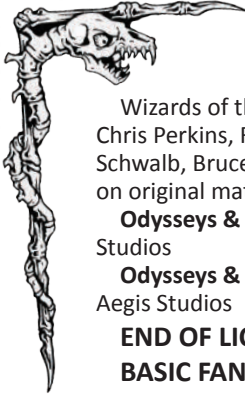
**Necromancers: A Basic Fantasy Supplement** Copyright © 2008-2010 R. Kevin Smoot.

**The Basic Fantasy Field Guide** Copyright © 2010-2016 Chris Gonnerman, R. Kevin Smoot, James Lemon, and Contributors.

**Adventuring** Copyright © 2015 Sean D. Spencer and contributors

**Equipment Emporium: A Basic Fantasy Supplement** Copyright © 2010-2018 Joe Ludlum, R. Kevin Smoot, and Alan Vetter

**System Reference Document 5.1** Copyright 2016,



Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

**Odysseys & Overlords Player's Guide** Copyright © 2019 Aegis Studios

**Odysseys & Overlords Character Record Sheet** Copyright © 2019 Aegis Studios

## END OF LICENSE

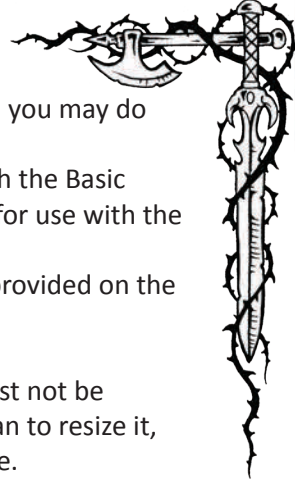
### BASIC FANTASY ROLE-PLAYING GAME

#### PRODUCT IDENTITY LICENSE

Subject to the terms of the Open Game License, above, you may create derivative works based upon the Basic Fantasy RPG core rules (this document). However, the Open Game License protects the Product Identity (explained and detailed above) such that you must have permission from the copyright holder before you may use any of the listed Product Identity.

You may use certain items of the listed Product Identity under the following conditions:

1. You must comply fully with the Open Game License, version 1.0a, as described above; and
2. The work may not be obscene in nature; in general, any work containing subject matter that would qualify for an NC-17 movie rating in the United States, or an R rating due to explicit sexual content, is considered obscene for purposes of this license.



If you comply with the above conditions, you may do either or both of the following:

1. Include the text “Designed for use with the Basic Fantasy Role-Playing Game” or “Designed for use with the Basic Fantasy RPG”;
2. Use one or more of the official logos provided on the Basic Fantasy Role-Playing Game website:  
<http://basicfantasy.org/logo.html>

A logo may be resized as needed but must not be distorted and may not be altered other than to resize it, except as specifically provided on that page.

If you wish to use other Product Identity from this work, you must request and receive explicit permission from the copyright holder.

In any of the above cases where the Basic Fantasy Role-Playing Game Product Identity is used in your work, you must also include the Basic Fantasy Role-Playing Game website address “**basicfantasy.org**” or “**www.basicfantasy.org**” in that work. You may place the website address adjacent to the logo and/or name, or you may include it on your title page, or place it in some other location where any reasonably observant person would expect to find it.

You may not under any circumstances describe your work as actually *being* the “Basic Fantasy Role-Playing Game” or some derivative thereof, nor may you identify it as being in any way an “official” publication of the Basic Fantasy Project without the express permission of the author of this work.