CLASSIC FANTASY

Character Record Sheet

Name		Player				CHARAC	TERIST	TCS & R	OLLS			IGNIMI	NT
Race		ass			S'	TR	Ef	fort Roll		%	□ Goo	d	
Gender	Hair		yes		— С	ON	St	amina Rol	1	%	□ Neu	tral	
Age		W	eight _			IZ	D	amage Bor	1115		⊐ Evil		
Destinctive Featu	ıres									%		TE POI	
						NT		ea Roll	_		0 1	2 3	4 5
D 1					_ ⊔ թ	ow	Lı	ıck Roll	_	%	6 7	8 9	
Background					D	EX	A	gility Roll	_	%			16 17
					— С	HA	Re	eaction Ro	ll	%			22 23
					M	OV	Cı	ırrent MO	v		24 25	26 27	28 29
				2	KILLS								
COMMUNICATION	1/		MENTAL			1/2 INT		PHYSICA				1/2 D E)	t
☐ Bargain (05)			🗖 Apprai					□ Clim					
□ Command (05	5)		☐ First Ai					☐ Dodg		-			
□ Disguise (01)				g (INT+P				_	e (20%	6 Comn	non, 01%	Uncon	nmon)
□ Etiquette (05)				(Academ				<u> </u>					
□ Fast Talk (05)				(Animal				<u> </u>	(4.00				
Language, Ow	⁄n (INT x5)			(Blasphe				☐ Hide					
	(0.0)			(Earth L		J		□ Jump					
Language, Oth	ner (00)			(Folklore		43		Pilot	(01)				
<u></u>				(Poison		T)			, .	A .	1.6053		
				(Politics		(04)		□ Ride			1 (05)		
				(Religiou				□ Ride			\ _ \		
Danie (05)				(Spell Lo				□ Ride			15)		
Perform (05)				(Streetw				☐ Steal					
				(Wilderr	iess Lore	e) (U1)		□ Swin					
	\		⊒ Litera	cy (00)				☐ Thro)		1/2 D EX	, —
□ Persuade (15)□ Status (As per										Thiof			\
☐ Teach (10)	Classj		<u></u>					□ Back□ Braw			only (or	")	
MANIPULATION	1/3		<u> </u>					□ Grap					
Art (05)	1,7		<u>-</u>					□ Mart		-	ık onlu	ເທດາ	
Int (03)		1	– □ Mappi	ng (25)				- Mart	141 711	t3, 14101	ik Oiliy	(UU)	
Craft (05)			= Mappi ⊐ Reseai							HIT	POINTS		
				Magic (0	0)			Dead: (-)	0 1	2 3	4 5
			⊒ Strate		V)			6 7		9 10	11 12	_	
□ Fly (1/2 DEX	or DEX x4)		PERCEPTIC			1/2 INT		17 18			22 23		
☐ Heavy Machin			☐ Insigh								33 34		
□ Pick Locks (0!			⊒ Listen					-			OCATIO		
☐ Pick Pockets (,		→ Naviga							1110	-A-11(1)	ήD	
Repair (15)		[⊐ Reseaı	rch (10)				Mel	ee		(H	ead	
		Į	□ Sense	(10)				01-04 F	_		AP_	I	
			☐ Spot (2	25)				05-08 I	_		HP_		
☐ Traps (00)			⊐ Track	(10)				09-11 A			\sim		·
		WEAP	ZKO						Chest	R Arm	C	hest	LArm
weapon type	attack/parry		range	attacks	length	hand	HP	13-15 F		AP	_ AP_		AP
		,			10119011			16-18 I		HP	_ HP		HP
						· ——		19-20 H	Head		Ι Δ	bdm	
	=				-			Miss	ile	$\overline{}$			
	=					-		01-03 F			HP		
					-			04-06 I	-				J
					-			07-10 A	_	ſ	R Leg	LL	eg
					-			11-15 (
	=					-		16-17 F			<u>лР</u>	AP_	
Brawl (25)		1d3+db (cr.)	touch	1	close	1h	n/a	18-19 I]	HP	HP_	
Grapple (25)		special	touch	1	close	2h	n/a		Head				
					22000							l	J

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Character Record Sheet

MAGIC POINTS	MONEY AND TREASURE							
Current POW Total MP	money and treasure	location	ENC					
Unconscious 0 1 2 3 4 5 6 7 8 9 10 11 12 3	- C 11D:	1000001011	2					
	Silver Pieces	_						
14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 3	Copper Pieces:		·					
Item of Power Item MP								
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 1	15							
Item of Power Item MP		<u> </u>						
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 1								
RACIAL ABILITIES	ARMOR							
	armor type (piece)	location AP	ENC					
			· ———					
AT AGG ADTI UNITG		·						
CLASS ABILITIES	EQUIPMENT		FINA					
	equipment	location HP	ENC					
		-						
			·					
		-						
LOAD AND FATIGUE								
max ENC load level MOV fatigue level penalty								
STR x 1/2 Unloaded -0 ☐ Fresh n/a								
STR x 1 Light -0 ☐ Winded -5%								
STR x 1 $1/2$ Moderate -0 \square Tired -10%			· ———					
STR x 2 Heavy -2 Weary -20%								
STR x 2 1/2 Extreme -4 Exausted Difficult								
STR x 3 Maximum -8 📮 Collapsed Impossib								
EFFECTS of LOAD Unconscious No Action	ns							
Unloaded: Stamina rolls not typically required.								
Light Load: Easy Stamina roll required for Typical or greater exertion.								
Moderate Load: Stamina roll required for Typical or greater exertion.								
Heavy Load: Easy Stamina rolls required for casual exertion, Difficult								
Stamina roll required for Typical or greater exertion.			·					
Extreme Load: Normal Stamina roll required for casual exertion. Typical exertion automatically fatigues the character one step.								
Exceptional exertion only allowed at GM's discretion, and costs								
multiple Fatigue levels as determined by the GM.								
Maximum Load: Difficult Stamina roll required for casual exertion.								
Typical exertion automatically fatigues the character one step.								
Exceptional exertion only allowed at GM's discretion, and costs								
multiple Fatigue levels as determined by the GM.								
SOME EXAMPLES OF EXERTION								
Casual: Strolling 100m, Swimming 10m, travelling by mount for a day	·							
Typical: Jogging 100m, travelling by foot for a day								
Exceptional: Sprinting 100m, Exceptional always causes the loss of								
at least one level of Fatigue and is cumulative with Load penalties.								
Other Automatic Faitgue Drops: Dropping to 1/2 total hp, and again								
when dropping to 3 hp or less. Dropping to negitive hp in a limb.								
		Total ENC						

MAGIC SPELLS

SPFI I S

_	spell	skill	description	memorized	range	duration	MP per In	damage
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