

Fire and Sword Character Sheets

This document packages all of the various Fire and Sword Character Sheets into one easy to download package. It also explains why there are so many different character sheets.

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Why Are There So Many Different Character Sheets?

The basic reason for this is that I try to convey information, invisibly to users, by offering a variety of character sheets. The information being conveyed is:

* What are the historical weapon combinations? Many Fire and Sword readers are neither wargamers nor military historians. It may not be obvious to them that it is impractical to carry a bow and a long spear at the same time when fighting on foot, which made this weapon combination very rare. The rules prohibit it, under encumbrance. In addition by offering different character sheets for archer, spearman, and large shield and javelin fighters, I point out that these are plausible, common weapon combinations, and which are not.

* The skill defaults will obviously be different for an urban sorcerer's apprentice and a rural hunter. The character sheet lists all skills which all starting characters that fit the character sheet description are expected to know, or at least have a default in. If there is no default, the skill has been left off. Thus, all the rural fighting types have a default in Wilderness Lore, but the sorcerer sheet does not include one. This distinction is easy to convey if we have different character sheets for the common character types, but almost impossible if I try to pack all types of characters on one sheet. It should be noted that having an uncommon skill for a character's archetype is not impossible. On the other hand, a GM may prevent your character from starting with it, and require the character to use an influence point and take a week to learn it {or maybe you can start with it as one of the two outside of archetype skills characters are allowed to start with}.

Also, some players will prefer to download the sheets and print them off, using the way we used to use character sheets provided in printed rules books. These players will prefer the PDF. Other players may want to keep their characters on a computer, modifying the sheets every time a character gains experience; or even change the character sheet to suit their own campaign. These players should use the RTF versions. So this character sheet document is offered in both pdf and rtf formats.

The character sheets

- [Archer](#): for rural archers
- [Craftsman or Scholar](#): for urban craftsmen, merchants, and scholars, armed with spear
- [Javelin and Shield](#): rural fighter armed with javelin and shield
- [Shaman/Shamanka](#): rural shaman's apprentice
- [Sorcerer](#): Urban sorcerer's apprentice
- [Spearman](#): Rural fighter armed primarily with spear
- [Thief](#): Urban Thief, can also be used for anyone with experience on the shady side of the law.

Hope these character sheets are useful.

Archer

Name: _____

Player: _____

First Impression: _____

In a Nutshell: _____

Archetype: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Spells</i>	<i>Castings</i>	<i>Social & Resources</i>	<i>Value</i>
Sword Att (Str or Dex -10)				Title	-
Small Shield Parry (Str-10)				FTE Level	
Archery(Dex -10)				Status Points	
Unarmed (Dex-10)				Fame Points	
				Infamy Points	
				Virtue Points	
				<i>Influence/Favors</i>	
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)					
Herbalism (Wild Lore -10)					
Hide (20-Siz)					
Listen (Con - 10)				<i>Friends and Family</i>	
Ride (Dex -10)					
Spot (Con -10)					
Swim (Dex-10)					
Track (Wilderness Lore-10)					
Wilderness Lore (Int - 10)				<i>Patron</i> _____	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	
		Leadership (Cha-10)		Carried	
		Logistics (Int -10)		_____ Temple	
		Military Lore (Int-10)		_____ Goldsmith	
		Siegecraft (-)			
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
_____ Cult Lore		Ceremony (Int - 10)		Admin (Int or Cha - 10)	
_____ Cult Lore		Summoning (-)		Bargaining (Int or Cha - 10)	
Religious Philosophy				Fast Talk (Int or Cha - 10)	
_____ Culture Lore				Insight (Int - 10)	
_____ Culture Lore				Intrigue (Int - 10)	
				Rhetoric (Int or Cha - 10)	
	8			Seduction(Cha - 10)	

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____

Craftsman or Scholar

Name: _____

Player: _____

First Impression: _____

In a Nutshell: _____

Archetype: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Spells</i>	<i>Castings</i>	<i>Social & Resources</i>	<i>Value</i>
Spear Att (Str or Dex -10)				Title	-
Shield Parry (Str-10)				FTE Level	
Dagger Attack(Dex -10)				Status Points	
Unarmed (Dex-10)				Fame Points	
				Infamy Points	
				Virtue Points	
				<i>Influence/Favors</i>	
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)					
Hide (20-Siz)					
Listen (Con – 10)					
Spot (Con -10)				<i>Friends and Family</i>	
				<i>Patron</i>	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	
		Leadership (Cha-10)		Carried	
		Logistics (-)		_____ Temple	
		Military Lore (-)		_____ Goldsmith	
		Siegecraft (-)			
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
_____ Area Lore		Ceremony (Int – 10)		Admin (Int or Cha – 10)	
_____ Area Lore				Bargaining (Int or Cha – 10)	
_____ Cult Lore				Fast Talk (Int or Cha – 10)	
_____ Cult Lore				Insight (Int – 10)	
_____ Culture Lore				Intrigue (Int – 10)	
_____ Culture Lore				Rhetoric (Int or Cha – 10)	
				Seduction(Cha – 10)	
	8				

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____

Javelin and Shield Fighter

Name: _____
 Player: _____
 First Impression: _____

In a Nutshell: _____

Archetype: _____ Title s and Offices: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Spells</i>	<i>Castings</i>	<i>Social & Resources</i>	<i>Value</i>
Sword Att (Str or Dex -10)				FTE Level	
Large Shield Parry (Str-10)				Status Points	
Javelin Att (Dex -10)				Fame Points	
Unarmed (Dex-10)				Infamy Points	
				Virtue Points	
				<i>Cults</i>	<i>Rank</i>
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)				<i>Influence</i>	<i>Value</i>
Herbalism (Wild Lore -10)					
Hide (20-Siz)					
Listen (Con – 10)					
Ride (Dex -10)					
Spot (Con -10)				<i>Friends and Family</i>	
Swim (Dex-10)					
Track (Wilderness Lore-10)					
Wilderness Lore (Int – 10)					
				<i>Patron</i> _____	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	<i>Total</i>
		Leadership (Cha-10)		Carried	
		Logistics (Int -10)		_____ Temple	
		Military Lore (Int-10)		_____ Goldsmith	
		Siegecraft (-)			
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
_____ Cult Lore		Ceremony (Int – 10)		Admin (Int or Cha – 10)	
_____ Cult Lore		Summoning (-)		Bargaining (Int or Cha – 10)	
Religious Philosophy				Fast Talk (Int or Cha – 10)	
_____ Culture Lore				Insight (Int – 10)	
_____ Culture Lore				Intrigue (Int – 10)	
				Rhetoric (Int or Cha – 10)	
				Seduction(Cha – 10)	

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____

Shaman/Shamanka

Name: _____
 Player: _____
 First Impression: _____

In a Nutshell: _____

Archetype: _____ Title s and Offices: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Shamanic Skills</i>	<i>Skill</i>	<i>Spirits</i>	<i>Powers</i>	<i>Social & Resources</i>	<i>Value</i>
Channeling *		Name:		FTE Level	
Discorporation *		Type:		Status Points	
Dreamspeaking *				Fame Points	
Herbalism **		Name		Infamy Points	
Second Sight *		Type		Virtue Points	
Spirit Combat *					
Summoning (Int – 10)		Name		Cults	Rank
_____ Tradition Lore		Type			
*Defaults to Tradition Lore -10		Name		Influence	Value
** Defaults to Wild.. Lore -10		Type			
<i>Wilderness Skills</i>		Name			
Climb (Str or Dex -10)		Type			
Herbalism (Wild Lore -10)				Friends and Family	
Hide (20-Siz)		Name			
Listen (Con – 10)		Type			
Ride (Dex -10)					
Spot (Con -10)		Name			
Swim (Dex-10)		Type		Patron _____	
Wilderness Lore (Int – 10)					
<i>Languages & Customs</i>	<i>Skill</i>	<i>Combat Skills</i>	<i>Skill</i>	<i>Cash</i>	<i>Total</i>
				Carried	
				_____ Temple	
				_____ Goldsmith	
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
Religious Philosophy		Ceremony (Int – 10)		Insight (Int – 10)	
_____ Culture Lore					
_____ Culture Lore					

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____

Sorcerer

Name: _____

Player: _____

First Impression: _____

In a Nutshell: _____

Magic Points, (default is POW): _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Sorcery Spells</i>	<i>Skill</i>	<i>Social & Resources</i>	<i>Value</i>
Unarmed (Dex-10)				Title	-
				FTE Level	
				Status Points	
				Fame Points	
				Infamy Points	
				Virtue Points	
				<i>Influence/Favors</i>	
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)					
Hide (20-Siz)					
Listen (Con - 10)					
Spot (Con -10)				<i>Friends and Family</i>	
				<i>Patron</i>	
				<i>Master</i>	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	
		Leadership (Cha-10)		Carried	
		Military Lore (-)		School	
				Goldsmith	
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
Area Lore		Ceremony (Int - 10)		Admin (Int or Cha - 10)	
Area Lore		Enchant(Int-10)		Bargaining (-)	
Cult Lore		Summoning (Int-10)		Fast Talk (Int or Cha - 10)	
Cult Lore				Insight (Int - 10)	
Culture Lore				Rhetoric (Int or Cha - 10)	
Culture Lore				Seduction(-)	
Sorcery Lore					
Treasure Lore					
	8				

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____

Spearman

Name: _____

Player: _____

First Impression: _____

In a Nutshell: _____

Archetype: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Spells</i>	<i>Castings</i>	<i>Social & Resources</i>	<i>Value</i>
Spear Att (Str or Dex -10)				Title	-
Small Shield Parry (Str-10)				FTE Level	
Sword Attack(Dex -10)				Status Points	
Unarmed (Dex-10)				Fame Points	
				Infamy Points	
				Virtue Points	
				<i>Influence/Favors</i>	
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)					
Herbalism (Wild Lore -10)					
Hide (20-Siz)					
Listen (Con – 10)				<i>Friends and Family</i>	
Ride (Dex -10)					
Spot (Con -10)					
Swim (Dex-10)					
Track (Wilderness Lore-10)					
Wilderness Lore (Int – 10)				<i>Patron</i>	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	
		Leadership (Cha-10)		Carried	
		Logistics (Int -10)		Temple	
		Military Lore (Int-10)		Goldsmith	
		Siegecraft (-)			
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
Cult Lore		Ceremony (Int – 10)		Admin (Int or Cha – 10)	
Cult Lore		Summoning (-)		Bargaining (Int or Cha – 10)	
Religious Philosophy				Fast Talk (Int or Cha – 10)	
Culture Lore				Insight (Int – 10)	
Culture Lore				Intrigue (Int – 10)	
				Rhetoric (Int or Cha – 10)	
	8			Seduction(Cha – 10)	

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Thief

Name: _____

Player: _____

First Impression: _____

In a Nutshell: _____

Archetype: _____

Stats

Str:	Int:	Con:	Dex	Pow:	Cha:	Siz:
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Combat Skills, Spells, Social Info

<i>Combat Skills</i>	<i>Skill</i>	<i>Spells</i>	<i>Castings</i>	<i>Social & Resources</i>	<i>Value</i>
Spear Att (Str or Dex -10)				Title	-
Shield Parry (Str-10)				FTE Level	
Dagger Attack(Dex -10)				Status Points	
Unarmed (Dex-10)				Fame Points	
				Infamy Points	
				Virtue Points	
				<i>Influence/Favors</i>	
<i>Wilderness Skills</i>					
Climb (Str or Dex -10)					
Hide (20-Siz)					
Listen (Con – 10)					
Ride (Dex -10)				<i>Friends and Family</i>	
Spot (Con -10)					
				<i>Patron</i>	
<i>Languages & Customs</i>	<i>Skill</i>	<i>Military Skills</i>	<i>Skill</i>	<i>Cash</i>	
		Leadership (Cha-10)		Carried	
		Logistics (Int -10)		_____ Temple	
		Military Lore (Int-10)		_____ Goldsmith	
		Siegecraft (-)			
<i>Lores</i>	<i>Skill</i>	<i>Mystical Skills</i>	<i>Skill</i>	<i>Social Skills</i>	<i>Skill</i>
_____ Area Lore		Ceremony (Int – 10)		Admin (Int or Cha – 10)	
_____ Area Lore				Bargaining (Int or Cha – 10)	
_____ Cult Lore				Fast Talk (Int or Cha – 10)	
_____ Cult Lore				Insight (Int – 10)	
_____ Culture Lore				Intrigue (Int – 10)	
_____ Culture Lore				Lightfingers(Dex-10)	
Legend Lore				Rhetoric (Int or Cha – 10)	
Treasure Lore				Seduction(Cha – 10)	
	8			Street Wisdom {Int-10}	

Equipment: _____

Awarded Fame: _____

Magic Items: _____

Notes: _____