

Guardians of Utaemia Character sheet

Race:_____

Name:_____

Player’s name:_____

Gender: **F**Female **F**Male

Age:_____

Max. age:_____

Height:_____’-_____”

Weight:_____Lbs.

Skin:_____

Hair:_____

Eye:_____

Handed: **F**Left **F**Right **F**Ambidextrous

Race Adj.

Characteristics

_____ Awareness: _____ (_____)

_____ Charisma: _____ (_____)

_____ Constitution: _____ (_____)

_____ Coordination: _____ (_____)

_____ Dexterity: _____ (_____)

_____ Intelligence: _____ (_____)

_____ Mental-strength: _____ (_____)

_____ Strength: _____ (_____)

_____ Wisdom: _____ (_____)

“Awareness” check. Awareness = %chance: Roll the % number, or below, to succeed

“Charisma” check. Charisma = %chance: Roll the % number, or below, to succeed

“Constitution” check. Constitution = %chance: Roll the % number, or below, to succeed

Healing rates: D.P. per 24 Hrs.:_____ O.P. per turn:_____ B.P. per 12 hours:_____ (Constitution ÷ 4 round down)

Constitution ÷ 6 (rounded down) = Body part base (B.P.B.):_____ x this by Body part base (BODY PART BASE) on page #2

“Coordination” check. Coordination = %chance: Roll the % number, or below, to succeed / **DEFENSE**:(_____)

Movement:_____ (_____) Coordination ÷ 5 (round down) + height (round down to nearest foot)

“Dexterity” check. Dexterity = %chance: Roll the % number, or below, to succeed

Adjusted time for casting spells:_____ Dexterity ÷ 4 (rounded down) -4 / **OFFENSE**:(_____)

Chance to find Secret levers and Switches (Dexterity ÷ 10 (rounded down) = % chance: Current % chance_____%

“Intelligence” check. Intelligence = %chance: Roll the % number, or below, to succeed

Adjusted spell-point(s) per level for: Animationist, Elemental Magician, Enchanter, Illusionist, Light Weaver, Locust Magician, Magician, and Supernaturalist:_____ Intelligence÷ 10 (rounded down) -2

Adjusted time for casting spells:_____ Intelligence÷ 4 (rounded down) -4

“Mental-strength” check. Mental-strength = %chance: Roll the % number, or below, to succeed

Adjusted spell-points per level for: Bard, Conjurer, Divinationist, Empath, Mutant, Psychic, and Spiritualist:_____

Mental-strength ÷ 10 (rounded down) -2 Extra powers (mutant):_____ Mental-strength ÷ 10 (rounded down) -3

Note: This is a one time bonus only. Adjusted time for casting spells:_____ Mental-strength÷ 4 (rounded down) -4

“Strength” check. Strength = %chance: Roll the % number, or below, to succeed

Weight: Light (Strength x3.):_____Lbs. Normal (Strength x5.):_____ Lbs. Heavy (Strength. x10):_____ Lbs. Heaved (Strength x15.):_____ Lbs.

Damage adjustment (for combat): Strength ÷ 5 -4 =_____

“Wisdom” check. Wisdom = %chance: Roll the % number, or below, to succeed

Adjusted spell-point(s) per level for: Druid, Fate, Healer, Mystic, Necromancer, and Shaman:_____ Wisdom÷ 10 (rounded down) -2

Riddles: Common: Wisdom = % chance to know a riddle:_____ UnCommon: Wisdom ÷ 2 (rounded down) = % chance to know a riddle:_____

Rare: Wisdom ÷ 4 (rounded down)= % chance to know a riddle:_____ Legendary: Wisdom ÷10 (rounded down)= % chance to know a riddle:_____

Jumping: HORIZONTAL: Standstill:____’-____” / Running (x2 Standstill distance):____’-____” / VERTICAL: Standstill or Running: ____’-____”

Note: Jumping from a standstill position is considered as if using all/both feet. If less than all/both feet are used, the span will be adjusted according to the discretion of the G.M.

Avoidance-Rolls:

<u>Annihilation-Strike:</u> Coordination + Dexterity ÷ 10 (rounded down) = %chance. Roll the % number, or below, to succeed: (_____)	<u>Mental-attack:</u> Mental-strength x 2 = %chance. Roll the % number, or below, to succeed: (_____), or pit Mental-strength vs. your foe's Mental-strength and win (depending on the ruling).
<u>Breath:</u> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (_____)	<u>Pain:</u> Mental-strength + Strength = %chance. Roll the % number, or below, to succeed: (_____)
<u>Consciousness:</u> <u>Knocked out:</u> Strength + Constitution = %chance. Roll the % number, or below, to succeed: (_____) <u>Waking from sleep:</u> Awareness = %chance. Roll the % number, or below, to succeed: (_____)	<u>Paralysis:</u> Strength = %chance. Roll the % number, or below, to succeed: (_____)
<u>Control PET or STEED:</u> Charisma + Dexterity = %chance. Roll the % number, or below, to succeed: (_____)	<u>Petrification:</u> To avoid being turned into anything other than your natural self by a natural ability, just win initiative with your foe.
<u>Death:</u> Constitution + Mental-strength = %chance. Roll the % number, or below, to succeed: (_____)	<u>Poison:</u> Constitution = %chance. Roll the % number, or below, to succeed: (_____)
<u>Disease:</u> Constitution = %chance. Roll the % number, or below, to succeed: (_____)	<u>Shock:</u> Constitution x 2 = %chance. Roll the % number, or below, to succeed: (_____)
<u>Enchantment:</u> Intelligence + Wisdom ÷ 10 (rounded down)= %chance. Roll the % number, or below, to succeed: (_____)	<u>Sickness:</u> Constitution + Strength = %chance. Roll the % number, or below, to succeed: (_____)
<u>Faith:</u> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (_____)	<u>Stun:</u> Constitution x2 = %chance. Roll the % number, or below, to succeed: (_____)
<u>Fall:</u> Coordination x 2 = %chance. Roll the % number, or below, to succeed: (_____)	<u>Sudden Death:</u> Coordination + Dexterity = %chance. Roll the % number, or below, to succeed: (_____)
<u>Fear:</u> Intelligence + Wisdom = %chance. Roll the % number, or below, to succeed: (_____)	<u>Tracking:</u> Awareness -10 = %chance. Roll the % number, or below, to succeed: (_____) This is for non-trackers attempting to track.
<u>Magic:</u> Intelligence x 2 = %chance. Roll the % number, or below, to succeed: (_____), or pit your Intelligence vs. your opponent’s Intelligence and win (depending on the ruling)	<u>Trap:</u> Int. + Dexterity. -30 = Difficulty Rating. See: "Traps, Disarming" in the Basic Rules Book. (_____) This is for a non-thief attempting to disarm, find and set a trap.

Offensive Section Your Dexterity:_____+ Misc.:_____ TOTAL: (_____) Add this # to your % dice-roll when attacking.

WEAPONS

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Rank:(_____-_____ Attacks / turn:___/___ Range:_____ Space(s) Size:_____ Strength to wield proficiently:_____
Type: "One-handed "Two-handed: "Blunt "Needle "Sharp Value:_____ Weapon Damage:_____ Weight:_____ LBS.
Alloy / Leather / Wood type of weapon:_____ Special:_____

Defensive Section

Blocking: Your Dexterity:_____ + Misc.:_____ TOTAL: (_____) Add this # to your % dice-roll when defending.

Large Shield vs. Hand0held weapon: +20 / Hurled weapon: +10 / Thrown weapon: +15

Small Shield vs. Hand-held weapon: +15 / Hurled weapon: +5 / Thrown weapon: +10

Dodging: Coordination:_____ + Misc.:_____ TOTAL: (_____) Add this # to your % dice-roll when defending.

Adjustments: vs. Physical grabs: Normal to dodge (no adjustments) / H.H. weapon: -10 / Hurlled weapon: -30 / Thrown weapon: -20

Parrying: Dexterity:_____ + Misc.:_____ TOTAL: (_____) Add this # to your % dice-roll when defending.

Adjustments: vs. Hand-held weapon: Normal / Hurlled weapon: -20 / Thrown weapon: -10

Luck (_____-_____

(2-D20 at the creation of your character and then 1-D6 per level advanced above level #0)

Oxygen-points (x3 Mental-strength): (_____-_____

Blood-points (x3 Constitution): (_____-_____

Armors:	<u>Outer Armor:</u>	<u>Inner Armor:</u>	<u>Cape-Guard:</u>	<u>Clothing:</u>	<u>Total:</u>
Adjusted Coordination:	_____	_____	_____	_____	_____
Adjusted Dexterity:	_____	_____	_____	_____	_____
Adjusted Movement:	_____	_____	_____	_____	_____
Damage-Reduction:	_____	_____	_____	_____	_____
Class:	_____	_____	_____	_____	_____
Type:	_____	_____	_____	_____	

<u>Special Abilities:</u>	<u>Outer Armor:</u>	<u>Inner Armor:</u>	<u>Cape-Guard:</u>	<u>Clothing:</u>
%Roll, or higher, to	Acid: _____+	Acid: _____+	Acid: _____+	Acid: _____+
turn a successful	Blunt: _____+	Blunt: _____+	Blunt: _____+	Blunt: _____+
attack:	Cold: _____+	Cold: _____+	Cold: _____+	Cold: _____+
	Electricity: _____+	Electricity: _____+	Electricity: _____+	Electricity: _____+
	Fire: _____+	Fire: _____+	Fire: _____+	Fire: _____+
	Needle: _____+	Needle: _____+	Needle: _____+	Needle: _____+
	Sharp: _____+	Sharp: _____+	Sharp: _____+	Sharp: _____+
Value:	_____ white-gold	_____ white-gold	_____ white-gold	_____ white-gold
Quality:	_____	_____	_____	_____
Special:	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<u>%Roll: Body part</u>	<u>b.p.b. Body D.P.</u>
01-08: Head	(x18) _____ - _____
09-13: Neck	(x8) _____ - _____
14-23: Chest	(x14) _____ - _____
24-30: Abdomen	(x10) _____ - _____
31-34: Left-Hand	(x8) _____ - _____
35-40: Left-Arm	(x10) _____ - _____
41-44: Right-Hand	(x8) _____ - _____
45-50: Right-Arm	(x10) _____ - _____
51-61: Hip	(x12) _____ - _____
62-69: Left-Leg	(x12) _____ - _____
70-74: Left-Foot	(x8) _____ - _____
75-82: Right-Leg	(x12) _____ - _____
83-87: Right-Foot	(x8) _____ - _____
88-00: Back	(x10) _____ - _____

Base Damage-points: (_____)_____

If you play using Base Damage-points, you will start out with damage-points equal to your constitution. You will gain damage-points equal to your constitution per level advanced above Level 0.

Shields:

Shield:

Shield:

Shield:

Shield:

Total:

Adjusted Coordination:

Adjusted Dexterity:

Adjusted Movement:

Damage-Reduction:

Grade:

Type:

Special Abilities:

Acid: ____+

Blunt: ____+

Cold: ____+

Electricity: ____+

Fire: ____+

Needle: ____+

Sharp: ____+

Acid: ____+

Blunt: ____+

Cold: ____+

Electricity: ____+

Fire: ____+

Needle: ____+

Sharp: ____+

Acid: ____+

Blunt: ____+

Cold: ____+

Electricity: ____+

Fire: ____+

Needle: ____+

Sharp: ____+

Acid: ____+

Blunt: ____+

Cold: ____+

Electricity: ____+

Fire: ____+

Needle: ____+

Sharp: ____+

Value: _____ white-gold

Quality: _____

Special: _____

%Roll: Shield section:

01-25: #1 (_____)

26-50: #2 (_____)

51-75: #3 (_____)

76-00: #4 (_____)

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently guarding: _____

%Roll: Shield section:

01-25: #1 (_____)

26-50: #2 (_____)

51-75: #3 (_____)

76-00: #4 (_____)

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently guarding: _____

%Roll: Shield section:

01-25: #1 (_____)

26-50: #2 (_____)

51-75: #3 (_____)

76-00: #4 (_____)

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently guarding: _____

%Roll: Shield section:

01-25: #1 (_____)

26-50: #2 (_____)

51-75: #3 (_____)

76-00: #4 (_____)

Location of shield:

F Left arm

F Right arm

F Back

F Front

Shield is currently guarding: _____

Note: Large shield can guard 2 areas of the body which connect; a small shield guards 1 (a guarding shield must be worn on the arm).

Other Armors or protection items which need to be considered during combat:

Treasure

Copper

()-

Bronze

()-

Silver

()-

Electrum

()-

White-gold

()-

Yellow-gold

()-

Black-gold

()-

Armors:

ARTIFACTS:

Enchanted Items:

Gems:

Non-Magical Items:

ORACLES:

Other Valuable Items:

Potions:

RELICS:

Rings:

Scrolls:

Spell-Runes:

Wands:

Weapons:

Divine Favors

Languages

Other

Other Significant Feature(s)

Racial Abilities:

Seeker Abilities and Spells:

Trade-Skills:

Weapons: