

# Guardians of Utaemia Character sheet

Race:\_\_\_\_\_

Age:\_\_\_\_\_

Skin:\_\_\_\_\_

Name:\_\_\_\_\_

Max. age:\_\_\_\_\_

Hair:\_\_\_\_\_

Player's name:\_\_\_\_\_

Height:\_\_\_\_\_'-\_\_\_\_\_"

Eye:\_\_\_\_\_

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

Weight:\_\_\_\_\_Lbs.

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

Race Adj.

## Characteristics

\_\_\_\_\_

Awareness: \_\_\_\_\_ (\_\_\_\_)

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

\_\_\_\_\_

Charisma: \_\_\_\_\_ (\_\_\_\_)

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

\_\_\_\_\_

Constitution: \_\_\_\_\_ (\_\_\_\_)

“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: \_\_\_\_\_ (\_\_\_\_)

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

\_\_\_\_\_

Dexterity: \_\_\_\_\_ (\_\_\_\_)

“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: \_\_\_\_\_ (\_\_\_\_)

“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: \_\_\_\_\_ (\_\_\_\_)

“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: \_\_\_\_\_ (\_\_\_\_)

“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: \_\_\_\_\_ (\_\_\_\_)

“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:

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

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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:\_\_\_\_\_

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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:\_\_\_\_\_

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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:\_\_\_\_\_

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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:\_\_\_\_\_

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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:\_\_\_\_\_

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## 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 / Hurled weapon: -30 / Thrown weapon: -20

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

Adjustments: vs. Hand-held weapon: Normal / Hurled 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             | (x54) _____ - _____     |
| 09-13: Neck             | (x24) _____ - _____     |
| 14-23: Chest            | (x42) _____ - _____     |
| 24-30: Abdomen          | (x30) _____ - _____     |
| 31-34: Left-Hand        | (x24) _____ - _____     |
| 35-40: Left-Arm         | (x30) _____ - _____     |
| 41-44: Right-Hand       | (x24) _____ - _____     |
| 45-50: Right-Arm        | (x30) _____ - _____     |
| 51-61: Hip              | (x36) _____ - _____     |
| 62-69: Left-Leg         | (x36) _____ - _____     |
| 70-74: Left-Foot        | (x24) _____ - _____     |
| 75-82: Right-Leg        | (x36) _____ - _____     |
| 83-87: Right-Foot       | (x24) _____ - _____     |
| 88-00: Back             | (x30) _____ - _____     |

**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:      +      +      +      +      +

Value:

Quality:

Special:

%Roll, or higher, to turn a successful attack:

%Roll, or higher, to turn a successful attack:

%Roll, or higher, to turn a successful attack:

%Roll, or higher, to turn a successful attack:

%Roll: Shield section:

%Roll: Shield section:

%Roll: Shield section:

%Roll: Shield section:

01-25: #1 (      )

01-25: #1 (      )

01-25: #1 (      )

01-25: #1 (      )

26-50: #2 (      )

26-50: #2 (      )

26-50: #2 (      )

26-50: #2 (      )

51-75: #3 (      )

51-75: #3 (      )

51-75: #3 (      )

51-75: #3 (      )

76-00: #4 (      )

76-00: #4 (      )

76-00: #4 (      )

76-00: #4 (      )

Location of shield:

Location of shield:

Location of shield:

Location of shield:

F Left arm

F Left arm

F Left arm

F Left arm

F Right arm

F Right arm

F Right arm

F Right arm

F Back

F Back

F Back

F Back

F Front

F Front

F Front

F Front

Shield is currently guarding:

Shield is currently guarding:

Shield is currently guarding:

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:

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# 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: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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Languages

Other

Other Significant Feature(s)

Racial Abilities:

Seeker Abilities and Spells:

Trade-Skills:

Weapons: