

MEDIEVAL FANTASY

Campaign: _____

Name: _____

Player: _____

Storyteller: _____

Race: _____

Class: _____

Religion: _____

ATTRIBUTES

Physical

Strength _____ ●○○○○
 Dexterity _____ ●○○○○
 Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
 Manipulation _____ ●○○○○
 Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
 Intelligence _____ ●○○○○
 Wits _____ ●○○○○

ABILITIES

Talents

Alertness _____ ○○○○○
 Athletics _____ ○○○○○
 Brawl _____ ○○○○○
 Dodge _____ ○○○○○
 Empathy _____ ○○○○○
 Intimidation _____ ○○○○○
 Leadership _____ ○○○○○
 Legerdemain _____ ○○○○○
 Performance _____ ○○○○○
 Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Appraisal _____ ○○○○○
 Archery _____ ○○○○○
 Botany _____ ○○○○○
 Crafts _____ ○○○○○
 Etiquette _____ ○○○○○
 Melee _____ ○○○○○
 Ride _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○

Knowledges

Academics _____ ○○○○○
 Arcane _____ ○○○○○
 Chemistry _____ ○○○○○
 Hearth Lore _____ ○○○○○
 Heraldry _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ○○○○○
 Medicine _____ ○○○○○
 Politics _____ ○○○○○
 Theology _____ ○○○○○

Specializations

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

ADVANTAGES

Backgrounds

Age _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

Disciplines

_____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○
 _____ ○○○○○○○○

Initiative

Base Score: $\frac{Dex+Wits}{2} + 1d10$
 Defensive: _____
 Offensive: _____
 Magic: _____
 Other: _____

LIFE

Virtues

Conscience _____ ●○○○○
 Self-Control _____ ●○○○○
 Courage _____ ●○○○○

Absorb/Spellsave

Physical: $\frac{Sta}{2} + \text{Armor Class}$

Mental: $Wits + \text{Spellcraft} =$ _____

Spellsave will Negate/Partial/Half Damage dependant on spell.

Absorb will remove Damage for each success (retain at least one Damage).

Health

Base Hitpoints: _____

	Dice	Score	Range
Bruised (C)			
Hurt (D, E, H, I)	-1		
Injured (F, G, J, K)	-2		
Wounded (A, B)	-4		
Mauled	-6		
Crippled	-11		
Incapacitated			
Dying		-7	-1-6

Total Hitpoints: _____ / _____

Road

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 Evil ---- Neutral ---- Good

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Manapool

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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Attributes: 15, Abilities: 27, Specializations: 9, Disciplines: 3, Backgrounds: 5, Virtues: 7, Freebies: 14

MEDIEVAL FANTASY

COMBAT

Weapons

Type	Init.	Diff.	Damage	Size	Range	Quality	Special

Armor & Helmets

Type	Class	Penalty	Size	Absorb	Cover	Quality	Special
				S: P: B:			
				S: P: B:			
				S: P: B:			
				S: P: B:			

Ammunition

Type	Count	Total
Flight Arrows		
Hunting Arrows		
War Arrows		
Sling Bullets		
Bolts		

Bow Quiver: 18 arrows, Bolt Case: 9 bolts, Bullet Pouch: 10 bullets

To Hit Chart

Dexterity	Melee	Archery	Brawl
+			
Base diff: 6 - Discipline/2 + Weapon diff.			

Damage Chart

Strength	Bludgeoning	Slashing	Piercing
+			
Base diff: 7			

Ammunition Chart

Type	Diff.	Damage	Absorb	Range
Flight Arrows	---	---	---	+30-60 m.
Hunting Arrows	+2	+1	-3	---
War Arrows	+2	+3	-1	---
Sling Bullets	---	+1	---	+10 m.

Bolts/Sling stones use same statistics as the weapon firing it.

Shield & Parry

Type	Diff.	^{vs} Melee	^{vs} Missile	Special
Small weapon	4 + size	0	0	Size 1 or 2
Normal weapon	4 + size	+1	0	Size 3 or 4

MERITS & FLAWS

Merit:

Type:

Score:

Effect:

Common Sense

Mental

0

You may get advice from Storyteller

Flaw:

Type:

Score:

Effect:

MEDIEVAL FANTASY

SPELLBOOK

Spellcasting						
Intelligence	Air	Earth	Fire	Water	Spirit	Nature
	+					
Base diff.: 4 + (Circle/2 rounded up) + armor penalty						

Critical Hit/Fumble						
Stamina	Air	Earth	Fire	Water	Spirit	Nature
	+					
Base diff.: <input type="text" value="Spellcraft"/> + 3 + armor penalty						

Spellname:	
Spelltype:	
Discipline:	
Circle:	
Duration:	
Range:	
Damage:	
Spellsave:	
Casting Time:	

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Spelltype:	
Discipline:	
Circle:	
Duration:	
Range:	
Damage:	
Spellsave:	
Casting Time:	

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