

THE AGE OF SHADOW

CHARACTER RECORD SHEET

NAME	
RACE	
GENDER	
AGE	

STRENGTH	CONSTITUTION	DEXTERITY	SIZE	INTELLIGENCE	POWER	CHARISMA

HIT POINTS
Total Hit Points =
Major Wound Level =

DAMAGE MODIFIER	
MOVEMENT RATE	
ARMOUR WORN	
ARMOUR POINTS	
FATE POINTS	

SPECIAL ABILITIES

MAGIC POINTS
Total Magic Points =
Corruption Level =

Total Hit Points = average of CON and SIZ (round up). Major Wound Level = half of total hit points (round up). Total Magic Points = POW.

75	SKILL	BASE	%
PRACTICAL SKILLS	Athletics	STR + DEX	
	Craft ()	INT + 10	
	Craft ()	INT + 10	
	Deception	DEX + INT	
	Driving	DEX + INT	
	Engineering	INT + 10	
	Healing	INT + 10	
	Influence	CHA + 10	
	Mechanisms	DEX + INT	
	Perception	INT + POW	
	Performance	CHA + 10	
	Riding	DEX + POW	
	Sailing	DEX + INT	
	Streetwise	POW + CHA	
Trade	INT + 10		

50	SKILL	BASE	%
COMBAT SKILLS	Close	STR + DEX	
	Ranged	DEX + INT	
	Unarmed	STR + DEX	
	WEAPONS		

50	SKILL	BASE	%
KNOWLEDGE SKILLS	Culture (Own)	INT + 10	
	Culture ()	INT	
	Culture ()	INT	
	Language (Own)	INT + 40	
	Language ()	INT	
	Language ()	INT	
	Nature Lore	INT + 10	
	Lore ()	INT	
	Lore ()	INT	

0	SKILL	BASE	%
MAGIC SKILLS	Innate Casting	POW x 3	
	Sorcery Casting	INT	
SPELLS			

Note that all characters gain an additional +20 bonus to the Elvish language - due to it being the common speech of the civilised world.

50	SKILL	BASE	%
RESIST.	Dodge	DEX + 10	
	Persistence	POW + 10	
	Resilience	CON + POW	

ARROWS/BULLETS		
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