

# Realm of Yrthe

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

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

Homeland: \_\_\_\_\_

## CHARACTERISTICS

**STR** \_\_\_\_\_ Damage Bonus: \_\_\_\_\_ Age \_\_\_\_\_ Sex \_\_\_\_\_ Hair \_\_\_\_\_  
 **CON** \_\_\_\_\_ Total Hit Points: \_\_\_\_\_ Eyes \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_  
**SIZ** \_\_\_\_\_ Major Wound: \_\_\_\_\_ Occupation: \_\_\_\_\_  
 **DEX** \_\_\_\_\_ Magic Points: \_\_\_\_\_ Background: \_\_\_\_\_  
 **INT** \_\_\_\_\_ x5= \_\_\_\_\_ Idea \_\_\_\_\_ % Description: \_\_\_\_\_  
 **POW** \_\_\_\_\_ x5= \_\_\_\_\_ Luck \_\_\_\_\_ % \_\_\_\_\_  
**APP** \_\_\_\_\_ x5= \_\_\_\_\_ Charisma \_\_\_\_\_ % \_\_\_\_\_

## SKILLS

<input type="checkbox"/> Art (05)	<input type="checkbox"/> Listen (25)	<input type="checkbox"/> Scent/Taste (15)
<input type="checkbox"/> _____	<input type="checkbox"/> Lore (00)	<input type="checkbox"/> Scribe (00)
<input type="checkbox"/> Bargain (05)	<input type="checkbox"/> Arcane	<input type="checkbox"/> Search (25)
<input type="checkbox"/> Climb (40)	<input type="checkbox"/> Myth	<input type="checkbox"/> Sneak (10)
<input type="checkbox"/> Conceal (25)	<input type="checkbox"/> Natural	<input type="checkbox"/> Swim (25)
<input type="checkbox"/> Craft (05)	<input type="checkbox"/> Political	<input type="checkbox"/> Throw (25)
<input type="checkbox"/> _____	<input type="checkbox"/> Potions	<input type="checkbox"/> Track (05)
<input type="checkbox"/> _____	<input type="checkbox"/> World	<input type="checkbox"/> Trap (05)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Trimsman (00)
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____( )
<input type="checkbox"/> Devise (20)	<input type="checkbox"/> Map Use (10)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Disguise (15)	<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Dodge (DEXx2)	<input type="checkbox"/> Op. Machine (00)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Evaluate (15)	<input type="checkbox"/> Oratory (05)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Fast Talk (05)	<input type="checkbox"/> Physik (30)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Hide (10)	<input type="checkbox"/> Pilot (00)	<input type="checkbox"/> _____( )
<input type="checkbox"/> Insight (15)	<input type="checkbox"/> Aerial Vessel	<input type="checkbox"/> _____( )
<input type="checkbox"/> Jump (25)	<input type="checkbox"/> Sailing Vessel	<input type="checkbox"/> _____( )
<input type="checkbox"/> Languages :	<input type="checkbox"/> _____	<input type="checkbox"/> _____( )
<input type="checkbox"/> Own (INTx5)	<input type="checkbox"/> _____	<input type="checkbox"/> _____( )
<input type="checkbox"/> _____(00)	<input type="checkbox"/> Pick Lock (00)	<input type="checkbox"/> _____( )
<input type="checkbox"/> _____(00)	<input type="checkbox"/> Ride (25)	<input type="checkbox"/> _____( )
<input type="checkbox"/> _____(00)	<input type="checkbox"/> Sailing (00)	<input type="checkbox"/> _____( )

## ATTRIBUTES

**HIT POINTS**

UNCONSCIOUS

Dead	-2	-1	0	1	2	3	4	5
	6	7	8	9	10	11	12	13
	14	15	16	17	18	19	20	21
	22	23	24	25	26	27	28	29
	30	31	32	33	34	35	36	37
	38	39	40	41				

**MAGIC POINTS**

UNCONSCIOUS

0	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18
	19	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35	36

## MAGIC

Capable of Sorcery?: **yes / no**

Degree of Taint: \_\_\_\_\_

Spells Known:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## HAND TO HAND WEAPONS

Attack or Current	Weapon	Skill %	Damage	HP	Parry?	Imp?	Class	Length	Hands?
<input type="checkbox"/>	Brawl (50%)								
<input type="checkbox"/>	Wrestle (25%)								
<input type="checkbox"/>									
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<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									

## ARMOUR & SHIELD

**Armour Type**

Burden: \_\_\_\_\_

Rounds to don: \_\_\_\_\_

Helmet On:

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Helmet Off:

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

**Shield**      **C H S F L**

\_\_\_\_\_ Damage: \_\_\_\_\_

Base: \_\_\_\_\_ % HP: \_\_\_\_\_

**Other Protection:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## MISSILE WEAPONS

Weapon	Skill %	Damage	HP	Parry?	Imp?	Class	Length	Hands?
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

◆ BACKGROUND

Full Name, Titles, Aliases \_\_\_\_\_  
 \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Family & Friends \_\_\_\_\_  
 \_\_\_\_\_  
 Enemies \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

TRAVEL GEAR ◆

Equipment \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Riding Beast \_\_\_\_\_ Type \_\_\_\_\_  
 STR \_\_\_\_ CON \_\_\_\_ SIZ \_\_\_\_ INT \_\_\_\_  
 POW \_\_\_\_ DEX \_\_\_\_ MOV \_\_\_\_ HP \_\_\_\_  
 Armour \_\_\_\_\_ DB \_\_\_\_\_  
 Skills \_\_\_\_\_  
 \_\_\_\_\_

◆ GRIMOIRE, NOTES ◆

\_\_\_\_\_  
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 \_\_\_\_\_

◆ WEALTH ◆

Bronzes on Person \_\_\_\_\_ Land \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Income \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Property \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

◆ BOUND DAEMONS & ELEMENTALS ◆

Name \_\_\_\_\_  
 Breed / Type \_\_\_\_\_  
 STR \_\_\_\_ DB \_\_\_\_  
 CON \_\_\_\_ HP \_\_\_\_  
 SIZ \_\_\_\_  
 INT \_\_\_\_ x5= Idea \_\_\_\_ %  
 POW \_\_\_\_ x5= Luck \_\_\_\_ %  
 DEX \_\_\_\_ Mov \_\_\_\_  
 Armour \_\_\_\_\_  
 Need \_\_\_\_\_  
 Abilities \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Magic Points to Summon \_\_\_\_\_

Name \_\_\_\_\_  
 Breed / Type \_\_\_\_\_  
 STR \_\_\_\_ DB \_\_\_\_  
 CON \_\_\_\_ HP \_\_\_\_  
 SIZ \_\_\_\_  
 INT \_\_\_\_ x5= Idea \_\_\_\_ %  
 POW \_\_\_\_ x5= Luck \_\_\_\_ %  
 DEX \_\_\_\_ Mov \_\_\_\_  
 Armour \_\_\_\_\_  
 Need \_\_\_\_\_  
 Abilities \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Magic Points to Summon \_\_\_\_\_

Name \_\_\_\_\_  
 Breed / Type \_\_\_\_\_  
 STR \_\_\_\_ DB \_\_\_\_  
 CON \_\_\_\_ HP \_\_\_\_  
 SIZ \_\_\_\_  
 INT \_\_\_\_ x5= Idea \_\_\_\_ %  
 POW \_\_\_\_ x5= Luck \_\_\_\_ %  
 DEX \_\_\_\_ Mov \_\_\_\_  
 Armour \_\_\_\_\_  
 Need \_\_\_\_\_  
 Abilities \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 Magic Points to Summon \_\_\_\_\_