



NAME DATE OF BIRTH PLACE OF BIRTH NATIONALITY

PERMANENT AT MOMENT

BODY

PERMANENT AT MOMENT

SPEED

PERMANENT AT MOMENT

PRECISION

PERMANENT AT MOMENT

SOUL

PERMANENT AT MOMENT

INTELLECT

PERMANENT AT MOMENT

INSTINCT

CORRESPONDING ATTRIBUTE + SKILL RANKS = SKILL LEVEL (+ OTHER BONUSES/PENALTIES)

	ATTRIBUTE	RANK	LEVEL
ATHLETICS (BODY) (- ARMOUR PENALTY)			
AXES AND MACES (SPEED)			
SPEARS (SPEED)			
SWORDS (SPEED)			
STEALTH SKILLS (PREC) (- ARMOUR PENALTY)			
RIDING (PREC)			
BOWS (PREC)			
CROSSBOWS AND FIREARMS (PREC)			
CIVILIAN WEAPONS (PREC)			
MECHANICS (PREC)			
METAL, STONE AND WOODWORK (PREC)			
TEXTILE AND LEATHERWORK (PREC)			

CORRESPONDING ATTRIBUTE + SKILL RANKS = SKILL LEVEL (+ OTHER BONUSES/PENALTIES)

	ATTRIBUTE	RANK	LEVEL
MEDICINE (ANATOMY + HERBALISM)/2 (INT)			
ANATOMY (INT)			
HERBALISM (INT)			
AGRICULTURE (INT)			
HISTORY AND LINGUISTICS (INT)			
GEOGRAPHY AND NAVIGATION (INT)			
LAW AND SOCIETY (INT)			
MATHEMATICS AND ECONOMY (INT)			
METAPHYSICS AND OTHERWORLD (INT)			
PHYSICS AND BALLISTICS (INT)			
TACTICS (INT)			
THEOLOGY (INT)			

CORRESPONDING ATTRIBUTE + SKILL RANKS = SKILL LEVEL (+ OTHER BONUSES/PENALTIES)

	ATTRIBUTE	RANK	LEVEL
PERCEPTION (INSTINCT)			
SOCIAL SKILLS (INSTINCT) (+ LIFESTYLE)			
WILDERNESS SKILLS (INSTINCT)			
ART (INSTINCT)			
MUSIC (INSTINCT)			

HP CURRENT HP $10 + \dots + \dots = \dots$
(10 + BODY + PURCHASED HP (2 EXP FOR 1 HP))

REFLEXES $\dots + \dots - \dots = \dots$
(SPEED + PURCHASED REFLEXES (5 EXP FOR 1 REFLEXES) - ARMOUR PENALTY)

PARRYING $\dots + \dots + \dots = \dots$
(REFLEXES + PURCHASED PARRYING (3 EXP FOR 1 PARRYING) + SHIELD)

MOVEMENT SPEED $\dots - \dots + \dots = \dots$
(BASE MOVEMENT SPEED - ARMOUR (-4 M FOR MEDIUM, -8 M FOR HEAVY) + PURCHASED MOVEMENT SPEED (4 EXP FOR 2 METERS))

ARMOUR (ARMOUR TYPE)

ARMOUR PENALTY: ...

SHP CURRENT SHP $10 + \dots + \dots = \dots$
(10 + SOUL + PURCHASED SHP (2 EXP FOR 1 SHP))

WILLPOWER $\dots + \dots = \dots$
(SOUL + PURCHASED WILLPOWER (5 EXP FOR 1 WILLPOWER))

SPELL RESISTANCE $\dots + \dots + \dots = \dots$
(WILLPOWER + PURCHASED SPELL RESISTANCE (3 EXP FOR 1 SP) + AMULET)

SPELLPOINTS $\dots + \dots = \dots$ CURRENT SPELLPOINTS
(WILLPOWER + SPELLPOINTS FROM SPELLS)

MAGICAL DR

WOUNDED
(50% OF HP, -2 TO ALL ROLLS THAT REQUIRE PHYSICAL ACTIVITY)

SEVERELY WOUNDED
(25% OF HP, -4 TO ALL ROLLS THAT REQUIRE PHYSICAL ACTIVITY)

FATIGUED
(-4 TO ALL ROLLS)

BONE FRACTURES
(EFFECTS OF BONE FRACTURES AND TIME UNTIL RECOVERY):

EXPERIENCE USED TO BUILD CHARACTER

UNUSED EXP

WEAPONS AND SPECIAL ATTACKS	ATTACK BONUS	NUMBER OF ATTACKS	DAMAGE	PIERCING	RANGE OR REACH	SPECIAL PROPERTIES AND/OR AMMUNITION

Passport of The Asteanic Empire

.....
 (Given name) (Surname)

.....
 (Gender)

.....
 (Date of Birth)

.....
 (Place of Birth)

.....
 (Nationality)

.....
 (Height) (Weight) (Eye colour)

.....
 (Special features)

Holder of this document belongs to castes:

Is bloodline/ citizen/ retainer of house:

belongs to clan:

bears honours, titles and offices of:

is vassal/ client/ samurai/ retainer of:

(Specific person)

Holder of this document is a member of
 temple/ syndicate/ order or other organization:

bears honours, titles and offices of:

and answers to:

(Specific person)

- Taking into account the aforementioned, the holder of this document has been granted following privileges:
- Freedom of movement
 - Right to own land
 - Right to bear Civilian Weapons
 - Right to trade in specified goods
(.....)
 - Right to produce specified goods
(.....)
 - Right to bear all arms
 - Right to practice magic
 - Samurai stipend, 10 GD per month
 - Right to own and tax tenant villages
 - Right to retain samurai and other clients
 - Right to own a manufacture
 - Right to participate in large scale trade with all goods
 - Right to gather taxes in specified area
(.....)
 - Freedom from tolls in specified area
(.....)
 - Freedom from taxes
 - Sanctity (Crimes against holder of this document are considered most severe.)

- Taking into account the aforementioned, the holder of this document has following obligations toward state/ house/ clan/ syndicate or person
 (.....):
- Tenant's tax (50% tax from all produced goods)
 - Obligation to train, acquire weapons and serve as ashigaru
 - Samurai's bond of loyalty
 - Free tenant's tax (24 SD in Domain Turn)
 - Freeman's tax (10 GD in Domain Turn)
 - Land Aristocrat's tax (75 GD in Domain Turn)
 - Productor's tax (400 GD in Domain Turn)
 - Licensed trader's tax (375 GD in Domain Turn)
 - Vassal's/ client's specific obligations
(.....)

LANGUAGES

ABILITY TO READ AND WRITE

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ABILITIES (SHORT DESCRIPTION)

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PERSONALITY TRAITS, PRINCIPLES, MADNESSES, PACTS WITH LESSER GODS AND GOALS (10 IN TOTAL)

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GAME EVENTS IN THE PERSPECTIVE OF

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SORCERER'S STATS AS AZURE WARRIOR AND SPELLBOOK

SHP CURRENT SOUL HP

... + ... = ...
(SOUL + PURCHASED REFLEXES)

REFLEXES

... + ... + ... = ...
(REFLEXES + ASTRAL SHIELD + PURCHASED PARRYING)

PARRYING

... + ... = ...
(BASE MOVEMENT SPEED (AS SOUL INSTEAD OF SPEED) + PURCHASED MOVEMENT SPEED)

MOVEMENT SPEED

SPELLPOINTS CURRENT SPELLPOINTS

ASTRAL ARMOUR

MDR

FIGHTING AS AZURE WARRIOR GRANTS YOU DR 20 AGAINST NONSILVER AND NONSOULBLEED WEAPONS.

MAX AMOUNT OF CONTROLLED ANIMALS

AMOUNT OF CONTROLLED ANIMALS

MAX AMOUNT OF CONTROLLED UNDEAD

AMOUNT OF CONTROLLED UNDEAD

WHEN FIGHTING AS AZURE WARRIOR:

- FOR ATTACK BONUS RECALCULATE YOUR WEAPON SKILL USING SOUL ATTRIBUTE
- FOR DAMAGE BONUS, USE SOUL INSTEAD OF BODY.
- SOULBLEED WEAPONS CAN ONLY DAMAGE SOUL HEALTH POINTS.
- SOULBLEED WEAPONS PIERCE ALL NONMAGICAL PHYSICAL PROTECTION.

FIGHTING AS AZURE WARRIOR GRANTS YOU SOME SPECIAL PROPERTIES OF ETHEREAL OTHERWORDLING:

- IMMUNITY TO PRECISION DAMAGE (SNEAK ATTACKS AND CALLED SHOTS)
- IMMUNITY TO POISONS AND DISEASES
- IMMUNITY TO ACID AND FIRE DAMAGE
- IMMUNITY TO ELECTRICAL DAMAGE

(TYPE OF FAMILIAR OR GUARDIAN SPIRIT)

PRESENCE OR SOUL ; SPEED ;
PRECISION ; INTELLECT ;
INSTINCT

HP OR SHP

REFLEXES

PARRYING/ STATIC PARRYING

DR

MOVEMENT SPEED

WILLPOWER (MORALE)

SPELL RESISTANCE

ATTACK AND DAMAGE

IMPORTANT SKILLS AND ABILITIES

WEAPONS AND SPECIAL ATTACKS	ATTACK BONUS	NUMBER OF ATTACKS	DAMAGE	PIERCING	RANGE OR REACH	SPECIAL PROPERTIES AND/OR AMMUNITION

ROLL AGAINST

SPELLPOINT COST:

ROLL AGAINST

SPELLPOINT COST:

ROLL AGAINST

SPELLPOINT COST:

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	

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