

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 CURRENT SPELLPOINTS
(WILLPOWER + SPELLPOINTS FROM SPELLS)

MAGICAL DR

FULL ATTACK NR. OF ATTACKS

RAPID ATTACK (ONE WEAPON)

DUAL WIELDING

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

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SORCERER'S STATS AS AZURE WARRIOR AND SPELLBOOK

SHP CURRENT SOUL HP

REFLEXES

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

PARRYING

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

MOVEMENT SPEED

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

- 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:	

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SPELLPOINT COST:	

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