



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 + ... + ... = ...  
(10 + BODY + PURCHASED HP (2 EXP FOR 1 HP))

**REFLEXES**

□ ... + ... - ... = ...  
(SPEED + PURCHASED REFLEXES (5 EXP FOR 1 REFLEXES) - ARMOUR PENALTY)

**PARRYING**

□ ... + ... + ... = ...  
(REFLEXES + PURCHASED PARRYING (3 EXP FOR 1 PARRYING) + SHIELD)

**MOVEMENT SPEED**

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

ARMOUR (ARMOUR TYPE) **DR**

ARMOUR PENALTY: ... □

**SHP** CURRENT SHP

□  10 + ... + ... = ...  
(10 + SOUL + PURCHASED SHP (2 EXP FOR 1 SHP))

**WILLPOWER**

□ ... + ... = ...  
(SOUL + PURCHASED WILLPOWER (5 EXP FOR 1 WILLPOWER))

**SPELL RESISTANCE**

□ ... + ... + ... = ...  
(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

**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  
 Right to own a manufacture  
 Right to engage in large-scale trade with all goods and to act as a corsair against enemy ships.  
 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 and Corvée (50% tax from all produced goods and unpaid labour for the lord)  
 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/ citizen's/ client's specific obligations (.....)

**LANGUAGES**

ABILITY TO READ AND WRITE

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**ABILITIES**

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

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# **SAKE** EQUIPMENT AND ASSETS

<b>LIQUID ASSETS CARRIED</b>		<b>PC'S HOME (TYPE AND DESCRIPTION)</b>	
<b>BANKNOTES OF SPECIFIED BANK</b> (.....)		<div style="border: 1px solid black; height: 100px; width: 100%;"></div>	
<b>GOLD DENAR (GD) (400 COINS = 1KG)</b>			
<b>SILVER DENAR (SD) (400 COINS = 1KG)</b>			
<b>COPPER DENAR (C) (200 COINS = 1KG)</b>			
<b>OTHER</b>			
		<b>ITEMS AT HOME</b>	

<b>LIGHT CARRYING CAPACITY</b> <input type="text"/>	
<b>MAXIMUM CARRYING CAPACITY</b> <input type="text"/>	
(AT MAXIMUM CARRYING CAPACITY CHARACTER'S MOVEMENT SPEED IS HALVED AND ALL ROLLS THAT REQUIRE PHYSICAL ACTIVITY ARE ROLLED WITH -4 PENALTY.)	
<b>ALWAYS WORN</b>	<b>WEIGHT</b>
<b>COINS</b>	
<b>ALWAYS WORN (WEIGHT):</b>	
<b>ADVENTURING GEAR (ARMOUR, WEAPONS AND BACKPACK CONTENTS)</b>	
<b>ADVENTURING GEAR (WEIGHT):</b>	
<b>TOTAL WEIGHT OF ALL CARRIED EQUIPMENT</b>	

<b>TYPE OF STEED</b> <input type="text"/>	
<b>BODY</b> <input type="text"/>	<b>MOVEMENT SPEED</b> <input type="text"/>
<b>HP</b> <input type="text"/>	<b>PARRYING</b> <input type="text"/>
<b>DR</b> <input type="text"/>	(STEEDS PARRYING IS RIDERS RIDING SKILL -4 + APPROPRIATE SHIELD)
<b>CARRYING CAPACITY</b> <input type="text"/>	
<b>OTHER INFO</b>	
<b>TYPE OF PACK ANIMAL</b> <input type="text"/>	
<b>BODY</b> <input type="text"/>	<b>MOVEMENT SPEED</b> <input type="text"/>
<b>HP</b> <input type="text"/>	<b>REFLEXES</b> <input type="text"/>
<b>CARRYING CAPACITY</b> <input type="text"/>	
<b>TYPE OF PACK ANIMAL</b> <input type="text"/>	
<b>BODY</b> <input type="text"/>	<b>MOVEMENT SPEED</b> <input type="text"/>
<b>HP</b> <input type="text"/>	<b>REFLEXES</b> <input type="text"/>
<b>CARRYING CAPACITY</b> <input type="text"/>	
<b>ADVENTURING GEAR (ARMOUR, WEAPONS AND BACKPACK CONTENTS)</b>	
<b>ADVENTURING GEAR (WEIGHT):</b>	
<b>TOTAL WEIGHT OF ALL CARRIED EQUIPMENT</b>	

<b>EQUIPMENT IN THE CARAVAN (IN SADDLE BAGS AND/OR ON PACK ANIMALS)</b>	<b>WEIGHT</b>
<b>TOTAL WEIGHT OF ALL EQUIPMENT IN CARAVAN:</b>	



# GAME EVENTS IN THE PERSPECTIVE OF

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WRITE UP TO 3 PERSONALITY TRAITS, PRINCIPLES, GOALS, PACTS WITH LESSER GODS OR MADNESSES THAT CAME UP DURING THE EVENT. PC GETS 1 EXP FOR EACH.

EVENT DESCRIPTION	PERSONALITY TRAITS AND/OR PRINCIPLES RELATED	ACQUIRED EXP	EVENT DESCRIPTION	PERSONALITY TRAITS AND/OR PRINCIPLES RELATED	ACQUIRED EXP
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
	_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____ _____ _____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:
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	_____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:		_____	DANGER: CUNNING: UNPREDICTABLY: TEST: DISCOVERY:



# 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:	

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:	

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:	

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	