



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 BONUS/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 BONUS/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 BONUS/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)

ARMOUR PENALTY: ...

DR

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 ... + ... = ...
(WILLPOWER + SPELLPOINTS FROM SPELLS)

CURRENT SPELLPOINTS

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):

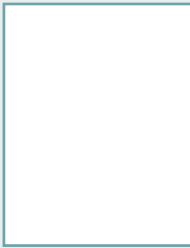
EXPERIENCE USED TO BUILD CHARACTER

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

ABILITIES

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



EQUIPMENT AND ASSETS

LIQUID ASSETS CARRIED	
BANKNOTES OF SPECIFIED BANK (.....)	
GOLD DENAR (GD) (400 COINS = 1KG)	
SILVER DENAR (SD) (400 COINS = 1KG)	
COPPER DENAR (C) (200 COINS = 1KG)	
OTHER	

PC'S HOME (TYPE AND DESCRIPTION)	
ITEMS AT HOME	

LIGHT CARRYING CAPACITY <input type="text"/> MAXIMUM CARRYING CAPACITY <input type="text"/> <small>(AT MAXIMUM CARRYING CAPACITY CHARACTER'S MOVEMENT SPEED IS HALVED AND ALL ROLLS THAT REQUIRE PHYSICAL ACTIVITY ARE ROLLED WITH -4 PENALTY.)</small>	<input type="text"/>
ALWAYS WORN	WEIGHT
COINS	
ALWAYS WORN (WEIGHT):	

ADVENTURING GEAR (ARMOUR, WEAPONS AND BACKPACK CONTENTS)	
ADVENTURING GEAR (WEIGHT):	
TOTAL WEIGHT OF ALL CARRIED EQUIPMENT	

TYPE OF STEED <input type="text"/> BODY <input type="text"/> MOVEMENT SPEED <input type="text"/> HP <input type="text"/> PARRYING <input type="text"/> <small>(STEEDS PARRYING IS RIDERS RIDING SKILL -4 + APPROPRIATE SHIELD)</small> DR <input type="text"/> CARRYING CAPACITY <input type="text"/> OTHER INFO <div style="border: 1px solid black; height: 50px; width: 100%;"></div>
TYPE OF PACK ANIMAL <input type="text"/> BODY <input type="text"/> MOVEMENT SPEED <input type="text"/> HP <input type="text"/> REFLEXES <input type="text"/> CARRYING CAPACITY <input type="text"/> TYPE OF PACK ANIMAL <input type="text"/> BODY <input type="text"/> MOVEMENT SPEED <input type="text"/> HP <input type="text"/> REFLEXES <input type="text"/> CARRYING CAPACITY <input type="text"/>

ADVENTURING GEAR (ARMOUR, WEAPONS AND BACKPACK CONTENTS)	
ADVENTURING GEAR (WEIGHT):	
TOTAL WEIGHT OF ALL CARRIED EQUIPMENT	

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

SAKE GAME EVENTS IN THE PERSPECTIVE OF

AT THE END OF EACH GAME SESSION WRITE DOWN EVENTS THAT YOUR PC WOULD CONSIDER IMPORTANT. EVALUATE EACH EVENT BY HOW DANGEROUS IT WAS FOR THE PC, DID THE PC USE CUNNING, WAS THE EVENT UNPREDICTABLE, WAS IT LIKELY TO FAIL THUS TESTING THE PC, DID THE PC DISCOVER ANYTHING NOTABLE. PC GETS ONE EXPERIENCE POINT PER CATEGORY.

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.

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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:	

ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	

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ROLL	AGAINST
SPELLPOINT COST:	

ROLL	AGAINST
SPELLPOINT COST:	