NAME _____

PLAYER _____

COVENANT _____

SAGA _____

MAGUS O COMPANION O GROG O

4TH EDITION

CHARACTER RECORD SHEET

Gender _____ Age _____ Year Born _____ Current Year _____

CHARACTERISTICS

	Specialty	Score
Intelligence		
Perception		
Strength		
Stamina		
Presence		
Communication		
Dexterity		
Quickness		

VIRTUES AND FLAWS

Score	Virtue or Flaw and Description

Confidence _____ Current Score _____

Size _____ Decrepitude _____

ABILITIES

Ability	Specialty	Score	Exp.

PERSONALITY TRAITS

Trait	Score	Trait	Score

Weapon	Init	Atk	Dfn	Dam	Rng	Spc	Str
Brawling							

Initiative: Qik + Weapon Skill + Weapon Initiative Bonus – Enc
Attack: (Dex or Per) + Weapon Skill + Weapon Attack Bonus
Defense: Qik + Weapon Skill + Weapon Defense Bonus – Size
Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus
Range: Effective range of weapon
Space: Open paces around you required to properly wield weapon.
Strength: Minimum Str to use.

Body Levels

Soak Total _____
Protection + Stm + Size

Unhurt	✔	NA
Hurt	O	NA
Light Wounds	O	-1
Medium Wounds	O	-3
Heavy Wounds	O	-5
Incapacitated	O	NA

Fatigue Levels

Fatigue Total _____
Stm - Enc

Fresh	✔	NA
Winded	O	NA
Weary	O	-1
Tired	O	-3
Dazed	O	-5
Unconscious	O	NA

Armor

Type _____
Protection _____ Load _____

Reputations

Score	Type/Target
_____	_____
_____	_____
_____	_____
_____	_____

Equipment

Load	Item and Notes	Load	Item and Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Total Load _____ Encumbrance _____
Enc = Str + Total Load. Note that Load values are negative. Enc cannot be greater than 0.

Notes

Special items and abilities, hinderances, contacts, friends, enemies, places of interest, clues, rumors, troupe members, ailments from aging, etc.