



Petty-Magick Character Sheet v2

Character Name Player Race/Culture Background/Profession	Age	
	Gender	
	Height	
	Skin	
	Eyes	
	Hair	

Characteristics

Attributes

Weapons

	Orig	Current	
STR			Movement (m)
CON			Hero Points
DEX			Combat Actions
SIZ			Damage Modifier
INT			Strike Rank
POW			Base Magic Points
CHA			Max ENC

Weapon	%ge ¹	Cur ²	Damage	ENC	AP	HP	Rnge	Load

¹Base weapon skill ²Weapon skill after Armour Penalty

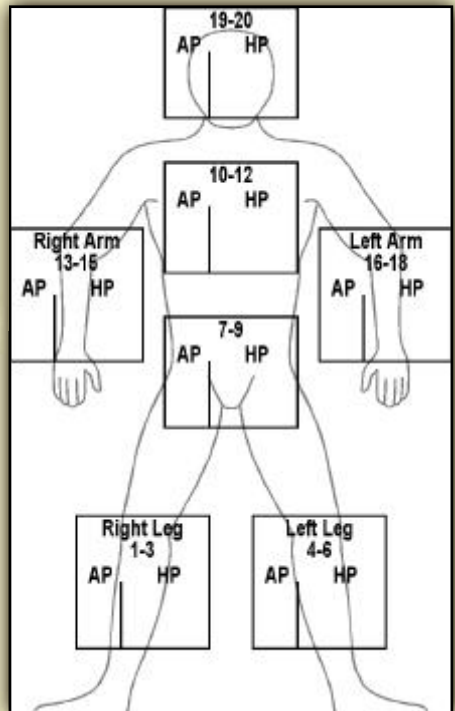
Basic Skills

Skill	Char	%ge
Acrobatics ^{AP,EP}	DEX	
Athletics ^{AP,EP}	(Base:)	
Brute Force	STR+SIZ	
Climb/ Jump/ Swim	STR+DEX	
Boating ^{EP}	STR	
Dodge ^{AP,EP}	IO+DEX-SIZ	
Driving	IO+POW	
Evaluate	INT	
First Aid	INT	
Influence	IO+CHA	
Lore(Animal)	INT	
Lore(Plant)	INT	
Lore(World)	INT	
Perception	INT+POW	
Persistence	IO+POW	
Resilience	CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight ^{EP}	DEX	
Stealth ^{AP,EP}	IO+DEX-SIZ	
Throwing ^{AP,EP}	DEX	
Unarmed ^{EP}	STR	

Petty-Magick Spellcasting ^{AP}

Demesne Insights	Char	%ge
Petty-Magick	POW+CHA	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	

Hit Points & Damage



Advanced Skills (& RuneCasting^{AP})

Advanced Skills	Char	%ge
Lang:	INT	
Lore:	INT	
Mechanisms	DEX+INT	
Streetwise	POW+CHA	
Survival	INT+POW	
Tracking	INT	

^{AP}These skills suffer Armour Penalty
^{EP}These skills suffer Encumbrance Penalty

Special Damage Notes

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Personal Magic Points

Base MP

Talismans, Familiars, Crystals & other Magic Point Boosting

Talisman type/ Familiar's beast	Name	POW (MP) Tracking
		Base MP
		Base MP
		Base MP

Armour, hit locations, Armour Penalty and encumbrance

d20	Location	Armour	AP	ENC	Pen.%	Ser. Wnd	Maj. Wnd
19-20	Head					ru	rd
16-18	Left Arm					u/s	ru
13-15	Right Arm					u/s	ru
10-12	Chest					ru	rd
7-9	Abdomen					ru	rd
4-6	Left Leg					u/s	ru
1-3	Right Leg					u/s	ru
Total:							

ru = Resilience test or unconscious; u/s = useless
 rsu = Resilience tests for death & unconsciousness

Fatigue

Fresh		Winded	
Tired		Wearied	
Exhausted		Debilitated	

Encumbrance (see over)

ENC		0% / OK	
		-20% / 1/2 Mv	

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