

Character Point Chart (CPC)

<i>Ability</i>	Note	Cost CP
Race	You get any race of 25 points or less for free, or you get 25 points toward a more expensive races found in other books.	Varies
Ability score to 14	You Pay for each point. Some Ability Scores are cheaper to buy through your race.	10
Ability score to 15-24		15
Ability score to 25+		20
Skill Points	Max = Highest Ability Score under Broad Skill	1
Skill Trained	Max = 1.5x Highest Ability Score under Broad Skill	4
Skill Specialized	Max = 2x Highest Ability Score under Broad Skill	6
Capabilities	Varies	Varies
Spell Schools	Schools - See Page 165	Varies
Attack Bonus (AB)	1	5
Defense Bonus (DB)	1	5
Initiative	+1 (Starts at 0)	2
Starting Vitality = Base Vitality from size chart + Constitution Modifier		
Vitality (D6 +Con Modifier)	Not good with very low constitution	8
1 Vitality hit point	Nice if you have a very low Constitution	2
1 Wound Point	<i>Start = to your Constitution Score</i>	4
Weapon Training Simple	Each Weapon type	1
Weapon Training Martial	Each Weapon type	2
Weapon Training Exotic/Racial	Each Weapon type	4
Armor Training , Light	3 Armor Types - 1 training for each	1
Armor Training , Medium	3 Armor Types - 1 training for each	2
Armor Training , Heavy	3 Armor Types - 1 training for each	4
Shield Proficiency	Each Shield type Light, Heavy, Tower	4
Weapon Training: a 2 nd time in a single weapon type makes you an expert. See <i>Weapon Proficiencies</i> .		
+1 Action Dice	<i>1d4</i>	5
Increase all AD Die Type	<i>D4 → > D6</i>	10
Family Fame / Infamy	How famous is your family	Varies
Social Status	Per Rank	Varies
Money (see <i>Social Class 1st</i>)	100 gc	1

Character Sheet

Name _____

Race _____

Current Character Points Spent	
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Category

Ability

Physical

Ability Mod

Strength		
Constitution		

Agility		
Coordination		

Mental

Intelligence		
Wisdom		

Charisma		
Command		

Appearance		
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3-18 you choose

Vision	
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Purity / Corruption	
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CP in CP Talisman	
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Social Status	
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Money from Status	
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Money from CP	
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Total Starting \$	
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Actoin Dice	/
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VPT	/
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Movement	
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(Agi+Str)/5 Round up to 5s	
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Racial Bonus	
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Capability	
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Total	
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Mana	
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(Chr Mod + Com Mod + Int Mod + Wis Mod)	
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Purchased From Race	
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Total	
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Mana Regen per Round	
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Bonus	
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Total Mana Regeneration	
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Description:	DOB	Age
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Deity	Symbol
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Deity Info

Cultures

Action Dice

Qty	Type	Purpose		Notes

SKILLS

		Cap	CF	CS	Mod	Misc	Skill
ACROBATICS		Trained			Specialized		
Balance*	Agi						
Escape	Agi						
Falling	Agi						
Jump*	Str						
Tumble*	Agi						
ANALYSIS		Trained			Specialized		
Appraise	Int						
Authenticate	Int						
Decipher	Int						
Magic	Spl						
Solution	Wis						
ATHLETICS		Trained			Specialized		
Brawn	Str						
Climb*	Str						
Endure	Con						
Force March*	Con						
Rope Use	Int						
Swim*	Con						
BUREAUCRACY		Trained			Specialized		
Bureaucracy	Cha						
CULTURE		Trained			Specialized		
Communicate	Int						
Culture	Wis						
History	Int						
Manipulate	Com						
EMPLOYMENT		Trained			Specialized		
FAITH		Trained			Specialized		
Belief	Wis						
History	Int						
Protection	Spl						
Rituals	Int						
FALSIFY		Trained			Specialized		
Alteration	Spl						
Cover Up	Wis						
Disguise	Wis						
Forgery	Int						
INFLUENCE		Trained			Specialized		
Bluff	Cha						
Coercion	Wis						
Diplomacy	Cha						
Persuade	Com						
INVESTIGATE		Trained			Specialized		
Find Clue	Wis						
Gather Info	Cha						
Research	Wis						

		Cap	CF	CS	Mod	Misc	Skill
MEDICINE		Trained			Specialized		
Cure	Wis						
First Aid	Int						
Healing	Spl						
Repair	Int						
Therapy	Wis						
NETWORKING		Trained			Specialized		
Cultivate Contacts	Cha						
Favor	Wis						
NOTICE		Trained			Specialized		
Perception	Wis						
PROWESS		Trained			Specialized		
Domination	Com						
Intimidate	Str						
Necromancy	Spl						
Rally	Com						
RESOLVE		Trained			Specialized		
Concentrate	Com						
Morale	Wis						
R&R	Cha						
Resist Prowess	Wis						
SECURITY		Trained			Specialized		
Disable	Cor						
Installation	Int						
Modify/Optimize	Int						
SENSE MOTIVE		Trained			Specialized		
Evaluate	Wis						
Resist Influence	Wis						
SLEIGHT OF HAND		Trained			Specialized		
Sleight of Hand	Cor						
Trickery	Spl						
SNEAK		Trained			Specialized		
Blend	Cha						
Stealth*	Agi						
STREETWISE		Trained			Specialized		
Black Market	Cha						
Gambling	Wis						
Negotiate	Wis						
SURVIVAL		Trained			Specialized		
Animal Training	Cha						
Foraging	Wis						
Forecast Weather	Wis						
Navigate	Wis						
Nature	Spl						
Tracking	Wis						
TRANSPORTATION		Trained			Specialized		
Ride, Domestic	Agi						
Ride, Exotic	Agi						
Teamster	Wis						
Transport	Spl						

* next to a skill means an Armor Penalty (AP) applies.

Skill Ranks	0	1-4	5-8	9-12	13-18	19-24	25+
Result Cap	15	20	25	30	40	50	∞

Combat Sheet

Bought + Agi mod Total

AB

Initiative

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DR

Weapon	
Str/Agi/Coo	Hand
Trained/Exp	L / R / B
Capability	<u>Size</u>
Magic	
Size	
Other	<u>Weight</u>
Total to Hit	

 Vitality Hit Points 	
	Start = Size Mod + Con.Mod
 Vitality HP 	Each d__ + Con modifier
	Points purchased
 Total Vitality 	
 Remaining 	

 Base Dmg 	Dmg Type
Strength	C / P / B
Capability	
Magic	<u>Range</u>
Other	
 Total 	

Stress Damage

 Wounds 	= to your Con + CP buy
50% lost	You become <i>Fatigued</i>
 Remaining 	

Weapon	
Str/Agi/Coo	Hand
Trained/Exp	L / R / B
Capability	<u>Size</u>
Magic	
Size	
Other	<u>Weight</u>
Total to Hit	

Weapon & Armor Training

Trained Expert

Unarmed		

Certain Capabilities and abilities require Trained or expert in a weapon.

 Base Dmg 	Dmg Type
Strength	C / P / B
Capability	
Magic	<u>Range</u>
Other	
 Total 	

Untrained	
 Simple 	Error range increases by 1
 Martial 	Error range increases by 2
 Exotic 	Error range increases by 4
Trained	
 Simple 	+1 to hit
 Martial 	-
 Exotic 	Error range increases by 2
Expert	
 Simple 	+2 to hit
 Martial 	+1 to hit & Damage
 Exotic 	+0

The adjustment is to hit only, not damage & don't stack.

 10 +Agi Bns 	Armor Type
 Added Defense 	
 Magic Armor 	
 Deflection 	Shield type
 Shield 	
 Size 	Damage Reduction
 Other 	C / P / B
 Total Defense 	/ / /

Only Magical Armor gives a bonus to defense.

Remember Racial (Exotic) weapons are martial to that race

