

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 15-17		15
Ability score to 18-24		20
Ability score to 25+		30
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
Attack Bonus (AB)	1	5
Defense Defense (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 (<i>see Social Class 1st</i>)	100 gc	1

Character Sheet

Name _____

Race _____

Current Character Points Spent

Category

Ability

Physical

Ability Mod

Strength		
Constitution		

Agility		
Coordination		

Mental

Intelligence		
Wisdom		

Charisma		
Command		

Appearance

3-18 you choose

Vision

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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Stress	
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Movement

(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

(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	
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Cultures	
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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						
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						
Rituals	Int						
FALSIFY		Trained			Specialized		
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						
Repair	Int						
Therapy	Wis						
NETWORKING		Trained			Specialized		
Cultivate Contacts	Cha						
Favor	Wis						
NOTICE		Trained			Specialized		
Perception	Wis						
PROWESS		Trained			Specialized		
Domination	Com						
Intimidate	Str						
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						
SNEAK		Trained			Specialized		
Blend	Cha						
Stealth*	Agi						
SPELL CRAFT		Trained			Specialized		
Spell craft*	Int						
Spell craft*	Wis						
Spell craft*	Cha						
Spell craft*	Com						
STREETWISE		Trained			Specialized		
Black Market	Cha						
Gambling	Wis						
Negotiate	Wis						
SURVIVAL		Trained			Specialized		
Animal Training	Cha						
Foraging	Wis						
Forecast Weather	Wis						
Navigate	Wis						
Tracking	Wis						
TRANSPORTATION		Trained			Specialized		
Ride, Domestic	Agi						
Ride, Exotic	Agi						
Teamster	Wis						

* 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

AB

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Bought + Agi mod Total

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

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

Current VPT

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

Unarmed	Trained	Expert

Base Dmg

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

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

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

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

Only Magical Armor gives a bonus to defense.

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

Remember Racial (Exotic) weapons are martial to that race

