

Archaic Realm™ Fantasy Role-Playing

Player Name _____
 Character Name _____
 Race **Elf** Sex **F** Age **115**
 R/L Handed

Hgt **57"** Wgt **66**
 Hits **19** Bulk **-1** LF Mod **.95**
 Carry **7** POW **-1**
 Total XP **100** Spare XP **0**

Strength **0** Will **4** Stamina **0** Size **0**
 Intelligence **2** Wisdom **1** Awareness **0**
 Dexterity **1** Agility **1** Reflexes **0**
 Aesthetics **2** Charisma **3** Beauty **1** Score Cost
 Piety **-1** Karma **2** Luck **0**

Picks **Druid**
Druid

Perk **Channeler**
 Penalty **Unlucky**

Racial Bonus **Elvenvision**
Light Sleeper

XP	Proficiencies
10	Urban Movement
	+10% Move, +1 Athletics,
	Balance, +2 Breakfall
	While in urban setting
10	Prof. XP

XP	Standard Skills	Spec	Mod	Rnk	Total
1	Alertness: Awa + Luk or Wis	1	1	1	3
1	Allure: Bea + Cha		4	1	5
	Athletics: Str + Agl		1		1
	Balance: Awa + Agl		2		2
	Catch: Dex + Ref		1		1
	Charm: Bea + Cha		5	1	6
	Command: Wil + Cha		7	1	8
4	Evade: Agl + Ref	1	1	2	4
	Faith: Pie + Kha		1		1
1	Fortune: Luk + Kha	-4	2	1	-1
1	Health: Sta			1	1
4	Melee Atk: Pow + Dex			2	2
1	Melee Def: Pow + Agl			1	1
1	Search: Int + Awa		3		3
	Thought: Int + Wis		6	1	7
	Throw: Dex + Agl		2	1	3
1	VS Death: Wil + Sta		4		4
1	Vigor: Wil + Int or Cha		7	1	8
18	Rank XP				

XP	Aquired Skills	Spec	Mod	Rnk	Total
19	Magic		6	3	9
10	Channeling	5	4	0	9
19	Naturalistic	2	5	3	10
10	Divination	2	4	0	6
14	Magical Defense		5	2	7

(Hgt/3) +5% Walk **20** Run Walk x3 **60** Daily Walk +5% /pt VS Death **21** Jump/Leap/Swim Walk /2 **10** (Other)

Weapon	Prof	Damage	ATK	DEF	CR	Ranges
Initiative: 1d6	Enc 0	Fist (-1/-2)	1	0		Long: 2x Med, -5
		Foot (2 Hand) (-2/-4)	0	-2		Short Med -2
Dagger		2d6+3	2	1		
Dagger (thrown)		2d6+3	3			27 45

Roll Diff	Result	Crit
26+	+2 dice, no 3's	D (+10)
21 to 25	+2 dice, no 2's	C (+5)
16 to 20	+1 die, no 2's	B (+0)
11 to 15	no 2's	A (-5)
6 to 10	normal	
1 to 5	1/2 Damage	
-4 to 0	miss	
-9 to -5	miss	
-14 to -10	return -5	E (-5)
-19 to -15	return	F (+0)
-24 to -20	return +5	G (+5)
-25 or less	return +10	H (+10)

Armor	CH	TH	IM	EL	hits	ENC	wgt
Soft Leather	1	1	1	3	16	0	3
Soft Leather	1	1	1	3	16	0	3
Totals	2	2	2	6	0	0	6
Small Wooden Shield	+	+	+	+			

Life Force **20** Will Power **13** Heal Rate **2.4**
 Wounds
 Light **2** Medium **8** Heavy **16**
 Stun: 11 Stun: 21 Stun: 31

Roll	Result	Effect
1 or more	None	None
-4 to 0	Stunned	-2
-9 to -5	Winded	-4
-14 to -10	Dazed	-6
-19 to -15	Staggered	-8
-20 or less	Incapacitated	Out

Manna
 Base **14**
 Daily **2d6+2**

Archaic Realm

Name _____ Race Elf Sex F Age 115
 Height 57 Weight 66 Hair Blonde Eyes Green Right Handed
 Other _____

Personality Traits/Backstory/Permanent Injuries

Prime Character Score Changes

			Stack Cost						Stack Cost						Stack Cost		
Old	New	Cost	Old	New	Cost	Old	New	Cost	Old	New	Cost	Old	New	Cost			
STR	__ / __ /	__	WIL	__ / __ /	__	STA	__ / __ /	__									
INT	__ / __ /	__	WIS	__ / __ /	__	AWA	__ / __ /	__									
DEX	__ / __ /	__	AGL	__ / __ /	__	REF	__ / __ /	__									
AES	__ / __ /	__	CHA	__ / __ /	__	BEA	__ / __ /	__									
PIE	__ / __ /	__	KHA	__ / __ /	__	LUK	__ / __ /	__									

Total Score Increases _____ Total Increase Costs _____
 Total Stack Costs _____
 Total XP Cost _____

Copper	Silver	Gold
73	125	

Item	Location	Wgt	Item	Location	Wgt
Pack	Back		Waterskin	Side	
Candles (12)	Pack		Flammable Oil (16 oz)	Side	
Flint and Steel	<div style="font-size: 48pt;">↕</div>		With Wick		
Box, 6" cube					
Pewter Cup				Dagger (3)	Side
Mess Kit					
Sack, Small (3)			Stabilizing Salve	Pouch	
Sack, Large	Pack		Preservative Potion	Pouch	

Total Weight

Total Weight