

Archaic Realm™ Fantasy Role-Playing

Player Name _____
 Character Name _____
 Race **Elf** Sex **M** Age **120**
 R L Handed

Hgt **61"** Wgt **105**
 Hits **22** Bulk **0** LF Mod **1.1**
 Carry **17** POW **2**
 Total XP **100** Spare XP **0**

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

Picks **Bows**

Rural: +2 d20 Conceal, Stealth, Set Snare, Remove Snare, +20% Move while in a rural setting.

XP	Proficiencies
5	Bow
10	Hidden Attack
15	Prof. XP

Perk **Keen Hearing (+5 d20 hearing)**

Penalty **Vul: Fire -2 d20, +1 dam/die**

XP	Standard Skills	Spec	Mod	Rnk	Total
4	Alertness: Awa + Luk or Wis	1	1	2	4
	Allure: Bea + Cha		1		1
1	Athletics: Str + Agl		3	1	4
1	Balance: Awa + Agl		2	1	2
	Catch: Dex + Ref		5		5
	Charm: Int + Cha		1		1
	Command: Wil + Cha				0
4	Evade: Agl + Ref	1	4	2	7
	Faith: Pie + Kha		1		1
4	Fortune: Luk + Kha		2		2
4	Health: Sta		-1	2	1
1	Melee Atk: Pow + Dex		2	1	3
1	Melee Def: Pow + Agl		1	1	2
1	Search: Int + Awa		2	1	3
	Thought: Int + Wis		1		1
	Throw: Dex + Agl		3		3
1	VS Death: Wil + Sta		-1	1	0
	Vigor: Wil + Int or Cha	1			1
18	Rank XP				

Racial Bonus **Elvenvision**

XP	Aquired Skills	Spec	Mod	Rnk	Total
14	Missile		5	2	7
14	Concealment	3	2	2	7
14	Stealth	2	2	6	6
11	Identify		2	1	3
14	Tracking		2	2	4

(Hgt/3) +5% per pt Athletics **Walk 26** Run Walk x3 **78** Daily Walk +5% /pt VS Death **29** Jump/Leap/Swim Walk / 2 **13** (Other) _____

Weapon	Prof	Damage	ATK	DEF	CR	Ranges
Initiative: 1d6 +3	Enc 0	Fist (-1/-2)	1d6	2	0	Long: 2x Med, -5
Medium Bow	(0)	3	3d6+3	10	3	Short Med 65 130
Elf Sword	(1/1)	0	3d6	4	3	
Dagger	(0/-1)	0	2d6	3	1	
Dagger, Thrown	(0)	0	2d6	3	0	30 50

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
Studded Soft Leather	3	2	2	3	20	0	8
Totals	4	3	3	6	0	11	
Shield	+	+	+	+			

Life Force **24** Will Power **10** Heal Rate **2.6**
 Wounds Light **2** Medium **8** Heavy **17**
 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
 Daily


Archaic Realm

Name _____ Race Elf Sex M Age 120
 Height 61" Weight 105 Hair Silver Eyes Violet Right Handed
 Other _____

Personality Traits/Backstory/Permanent Injuries

Prime Character Score Changes											
	Old	New	Stack Cost		Old	New	Stack Cost		Old	New	Stack 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	
72	151		_____

Item	Location	Wgt	Item	Location	Wgt
Pack	Back	_____	Waterskin	Side	_____
Quiver (capacity 12)		_____	Small Saw	Side	_____
Bedroll	Back	_____			_____
		_____	Arrows (12)	Quiver	_____
Candles (6)	Pack	_____			_____
Flint and Steel		_____	Potion, Healing (2)	Pouch	_____
Rope, 250#, 30'		_____	Stabilizing Salve	Pouch	_____
Hammer		_____			_____
Map of Local Area		_____			_____
Mess Kit		_____			_____
Tarp, 6' x 8'		_____			_____
Gloves		_____			_____
Sack, Small (3)		_____			_____
Sack, Large		_____			_____
Bottle of Fine Wine		Pack	_____		
		_____			_____
		_____			_____
Total Weight			Total Weight		