Archaic Realm™ Fantasy Role-Playing

Player Name
Character Name
Race Gramal Sex M Age 13
R / L Handed

Hgt 70" Wgt 173
Hits 25 Bulk 0 LF Mod 1.25
Carry 27 POW 1

Total XP	Spare XP
100	0

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

Picks Unarmed

Shadowy (always considered Concealed and Stealthy)

Perk Bruiser

Penalty Speech Impediment: Lisp

Racial Bonus Elvenvision

Proficiencies

XP	
5	Claws
5	Sneak Attack

15 Prof. XP

Standard Skills

XP			Spec	Mod	Rnk	Total
1	Alertness:	Awa + Luk or Wis		3	1	4
	Allure:	Bea + Cha				0
1	Athletics:	Str + Agl	1	4	1	6
	Balance:	Awa + Agl	1	4		5
	Catch:	Dex + Ref		5		5
	Charm:	Bea + Cha		-1		-1
	Command:	Wil + Cha		-1		1
1	Evade:	Agl + Ref		5	1	6
	Faith:	Pie + Kha		-1		-1
	Fortune:	Luk + Kha				0
	Health:	Sta		1		1
9	Melee Atk:	Pow + Dex		3	3	6
4	Melee Def:	Pow + Agl		3	2	5
	Search:	Int + Awa		1		1
	Thought:	Int + Wis		-2		-2
	Throw:	Dex + Agl		4		4
	VS Death:	Wil + Sta				0
1	Vigor:	Wil + Int or Cha		-1	1	0

17 Rank XP

Aquired Skills

XP		Spec	Mod	Rnk	Total
19	Critical			3	3
14	Concealment		4	2	6
14	Stealth	3	4	2	9
10	Negate Armor		5	0	5
11	Evaluate		1	1	2

68 Rank XP

(Hgt/3) +5% per pt Athletics	Walk	32	Run Walk x 3	96	Daily Walk +5% /pt VS Death	40	Jump/Leap/Swim Walk / 2	16	(Other)	

Initative: 1d6 +3

Enc 0

Weapon	Prof	Damage	ATK	DEF	CR
Fist (-1/-2)		2d6+1	1	-1	3
Foot (2 Hand) (-2/-4)		1d8+1d6+1	0	-3	3
Claws (0/-1)	3	2d6	9	7	6
Dagger (0/-1)		2d6	6	4	3
Dagger (thrown) (0)		2d6	5		3
Short Sword (1/0)		2d6+3	7	5	3

Ranges: Long: 2x Med, -5

0 Short	-2 Med
33	55

Dice Results

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
Fur	1	1	1	3			
Heavy Cloth	1	1	2	2	12	0	2
Soft Leather	1	1	1	3	16	0	2
Totals	3	3	4	8		0	4
Small Wooden Shield	+	+	+	+			

Life Force	Will Power	Heal Rate
27	10	2.7

Wounds

Light	Medium	Heavy
2	9	18
Stun: 11	Stun: 21	Stun: 31

Stun Chart

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

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Archaic Realm

Name _____ Race Gramal Sex M Age 13

Height 70" Weight 173 Hair Black (while mittens) Eyes Green Both 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
62	181	

Item	Location	Wgt
Pack	Back	
Rope, 250#, 30'	Back	
Bedroll	Back	
Lamp, Hooded	Pack	
Flint and Steel		
Hooded Lamp		
Small Prybar		
Mess Kit		
Sack, Small (3)		
Sack, Large (3)	Pack	

Total Weight

Item	Location	Wgt
Waterskin	Side	
Flammable Oil 8oz)	Side	
	Side	
Dagger (4)	Side	
Potion: Adhesive	Pouch	
Potion: Curing	Pouch	

Total Weight