

Archaic Realm™ Fantasy Role-Playing

Player Name _____
 Character Name _____
 Race **Halfling** Sex **M** Age **23**
 R/L Handed

Hgt **45"** Wgt **50**
 Hits **19** Bulk **-1** LF Mod **.95**
 Carry **7** POW **-1**
 Total XP **100** Spare XP **0**

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

Picks **Bows**
Assassin: (adder to Surprise Attack is 100% instead of 50%)

Perk **Contacts (Underworld)**
 Penalty **Animal Animosity**

Racial Bonus **Burrowing (1/10 Walk in soft earth)**

XP	Proficiencies
10	Surprise Attack
10	2 Arrows (fire 2 arrows at once, 1 or 2 targets. May do it once per 10 rounds)
20	Prof. XP

XP	Standard Skills	Spec	Mod	Rnk	Total
1	Alertness: Awa + Luk or Wis		1	1	2
	Allure: Bea + Cha		1		1
	Athletics: Str + Agl		2		2
	Balance: Awa + Agl		1		1
	Catch: Dex + Ref		7		7
	Charm: Bea + Cha		1		1
	Command: Wil + Cha		2		2
4	Evaade: Agl + Ref	1	5	2	8
	Faith: Pie + Kha		2		2
	Fortune: Luk + Kha		2		2
	Health: Sta		1		1
1	Melee Atk: Pow + Dex		3	1	4
4	Melee Def: Pow + Agl		0	2	2
	Search: Int + Awa				0
	Thought: Int + Wis		1		1
	Throw: Dex + Agl		5		5
4	VS Death: Wil + Sta		2	2	4
	Vigor: Wil + Int or Cha		2		2
14	Rank XP				

XP	Aquired Skills	Spec	Mod	Rnk	Total
14	Missile	2	7	2	11
14	Critical	2		2	4
10	Stealth	3	1	0	4
14	Concealment	4	2	2	8
14	Negate Armor (on Critical Hits, reduce armor by 1/2 this score)	2	3	2	7
66	Rank XP				

(Hgt/3) +5% Walk **17** Run Walk x3 **51** Daily Walk +5% /pt VS Death **19** Jump/Leap/Swim Walk / 2 **9** (Other) **1/10 Walk**

Weapon	Prof	Damage	ATK	DEF	CR	Ranges
Initiative: 1d6 +3	Enc 0	Fist (-1/-2)	1d4	1	-1	Long: 2x Med, -5
Light Bow	(0)	Foot (2 Hand) (-2/-4)	1d6	0	-3	Short Med
Mithril Arows add 1/die damage (2d6+5)	2		2d6+3*	14		48 96
Dagger	(0/-1)		2d6	5	2	4
Dagger (thrown)	(0)		2d6	6		4 45
Short Sword	(1/0)		2d6+3	5	2	4

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
Heavy Cloth	1	1	2	2	12	0	2
Soft Leather	1	1	1	3	16	0	2
Totals	2	2	3	5		0	4
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
 Daily
 Archaic Realm Copyright (c) Ron Pasco 2014

Archaic Realm

Name _____ Race Halfling Sex M Age 23
 Height 44 Weight 51 Hair Brown Eyes Brown Right Handed
 Other _____

Personality Traits/Backstory/Permanent Injuries

Prime Character Score Changes								
Old			New			Stack Cost		
STR	___	___	___	___	___	___	___	___
INT	___	___	___	___	___	___	___	___
DEX	___	___	___	___	___	___	___	___
AES	___	___	___	___	___	___	___	___
PIE	___	___	___	___	___	___	___	___
WIL	___	___	___	___	___	STA	___	___
WIS	___	___	___	___	___	AWA	___	___
AGL	___	___	___	___	___	REF	___	___
CHA	___	___	___	___	___	BEA	___	___
KHA	___	___	___	___	___	LUK	___	___
Total Score Increases			_____			Total Increase Costs _____		
						Total Stack Costs _____		
						Total XP Cost _____		

Copper	Silver	Gold
17	180	

Item	Location	Wgt
Pack	Back	
Rope, 250#, 10'	Back	
Bedroll	Back	
Lamp, Hooded	Pack	
Flint and Steel	↕	
Mirror 8"x8"		
Mess Kit		
Sack, Small (3)		
Sack, Large (2)	Pack	

Total Weight

Item	Location	Wgt
Waterskin	Side	
Flammable Oil (16 oz)	Side	
Quiver (capacity 12)	Side	
Mithril Arrows (12)	Side	
Scroll: True Arrow	Pouch	
Potion: Healing (2)	Pouch	

Total Weight