

ELRIC!

Player's Name _____

Campaign _____

Date Created _____

ALLEGIANCE

CHAOS

BALANCE

LAW

SYMBOL / PORTRAIT

CHARACTERISTICS

- STR _____ DAMAGE BONUS Name _____
- CON _____ BirthPlace _____ Age _____ Sex _____
- SIZ** _____ Family _____
- INT _____ x5= Idea _____ % Title / Nickname _____
- POW _____ x5= Luck _____ % Looks / Attitude _____
- DEX _____ x5= Dexterity _____ % _____
- APP** _____ x5= Charisma _____ % _____

SKILLS

- | | | |
|---|--|--|
| Art (05%): | <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Ride (35%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Million Spheres (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (15%) _____ | <input type="checkbox"/> Move Quietly (20%) _____ | <input type="checkbox"/> Sailing (15%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Natural World (25%) _____ | <input type="checkbox"/> Scent/Taste (15%) _____ |
| <input type="checkbox"/> Conceal Object (25%) _____ | <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Scribe (00) _____ |
| <input type="checkbox"/> Craft (05%): | <input type="checkbox"/> Oratory (05%) _____ | <input type="checkbox"/> Search (20%) _____ |
| <input type="checkbox"/> _____ | Other Language (00) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Disguise (15%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Trap (05%) _____ |
| <input type="checkbox"/> Dodge (DEX x2%) _____ | <input type="checkbox"/> Own Lang (INT x5%) _____ | <input type="checkbox"/> Young Kingdoms (15%) _____ |
| <input type="checkbox"/> Evaluate (15%) _____ | <input type="checkbox"/> Physik (30%) _____ | <input type="checkbox"/> Unknown Kingdoms (00) _____ |
| <input type="checkbox"/> Fast Talk (15%) _____ | <input type="checkbox"/> Pick Lock (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (20%) _____ | <input type="checkbox"/> Potions (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Insight (15%) _____ | <input type="checkbox"/> Repair/Devise (DEX x4%) _____ | <input type="checkbox"/> _____ |

HIT POINTS

| Dead | UNCONSCIOUS | | | | | | | |
|---------------------|-------------|----|----|-----|----|----|----|----|
| | -2 | -1 | 0 | 1 2 | | | | |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| MAGIC POINTS | | | | | | | | |
| Unconscious | 0 | 1 | 2 | 3 | 4 | | | |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 |
| 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 |
| 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 |

MAGIC IN MEMORY

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
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HAND-TO-HAND WEAPONS

| Attack or Weapon | Current Skill | Attack Damage | Hit Points | Length | Handed |
|--|---------------|---------------|------------|--------|--------|
| <input type="checkbox"/> Brawl (50%) | | | | | |
| <input type="checkbox"/> Wrestle (25%) | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |

ARMOR, SHIELD

| Armor Type | Helmet On Dmg Deflect/% Affect | Helmet Off Dmg Deflect/% Affect | Nom. Burden | Rounds To put on |
|---|--------------------------------|---------------------------------|-------------|------------------|
| | | | | |
| <input type="checkbox"/> SHIELD _____ % Attack Damage | | | | |
| H S F L Base Chance _____ % HP _____ | | | | |

MISSILE WEAPONS

| Weapon | Current Skill | Attack Damage | Base Range | Attacks/ Round | Hit Points |
|--------------------------------|---------------|---------------|------------|----------------|------------|
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |