Aguelaine

Name: _____ **Player:** _____
Kingdom: _____ **People:** _____
Social Position: _____ **Family:** _____
Profession: _____ **Father's Profession:** _____
Description: _____

Advantages & Disadvantages

Characteristics

	Total	Current
STRength		
AGIlity		
DEXterity		
VITality		
PERception		
COMmunication		
CULture		
APPearance		
Willpower		
Age		
Height & Weight		

Life

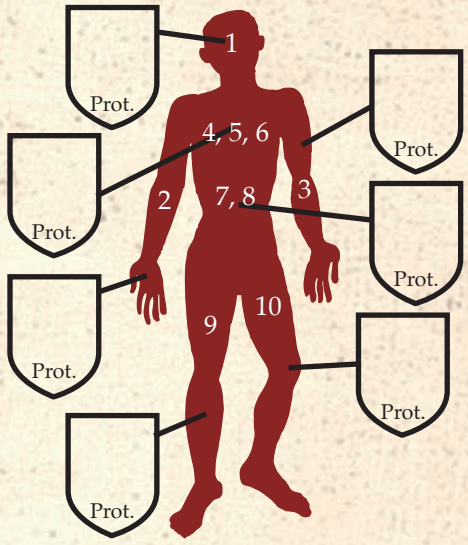
	Max	Current
☑ Healthy		
☐ Wounded		
☐ Gravely Wounded		
☐ Unconscious		
☐ Dead		

RR	Luck	IRR

FP	Current Luck	CP

Experience Points

Armor



Weapons

Weapon	%	Damage	Size	Reload	Range	Notes

Skills

- Alchemy (CUL) ____ ☐
- Animal Knowledge (CUL) ____ ☐
- Area Knowledge (CUL): ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- Astrology (CUL) ____ ☐
- Climb (AGI) ____ ☐
- Command (COM) ____ ☐
- Commerce (COM) ____ ☐
- Conceal (DEX) ____ ☐
- Court Etiquette (COM) ____ ☐
- Craft (DEX) ____ ☐
- Discovery (PER) ____ ☐
- Disguise (COM) ____ ☐
- Dodge (AGI) ____ ☐
- Drive (DEX) ____ ☐
- Eloquence (COM) ____ ☐
- Empathy (PER) ____ ☐
- Games (CUL) ____ ☐
- Heal (DEX) ____ ☐
- Jump (AGI) ____ ☐
- Language (CUL): ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- Legends (CUL) ____ ☐
- Listen (PER) ____ ☐
- Magical Knowledge (CUL) ____ ☐
- Medicine (CUL) ____ ☐
- Memory (PER) ____ ☐
- Mineral Knowledge (CUL) ____ ☐
- Music (CUL) ____ ☐
- Pick Lock (DEX) ____ ☐
- Plant Knowledge (CUL) ____ ☐
- Read / Write (CUL) ____ ☐
- Ride (AGI) ____ ☐
- Run (AGI) ____ ☐
- Seduction (APP) ____ ☐
- Ship Handling (AGI)
- Singing (COM) ____ ☐
- Sleight of Hand (DEX) ____ ☐
- Stealth (AGI) ____ ☐
- Swim (AGI) ____ ☐
- Taste (PER) ____ ☐
- Teach (COM) ____ ☐
- Theology (CUL) ____ ☐
- Throw (AGI) ____ ☐
- Torture (COM) ____ ☐
- Track (PER) ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- Axes (STR) ____ ☐
- Bows (PER) ____ ☐
- Brawl (AGI) ____ ☐
- Clubs (AGI) ____ ☐
- Crossbows (PER) ____ ☐
- Knives (DEX) ____ ☐
- Longwords (STR) ____ ☐
- Maces (STR) ____ ☐
- Shields (STA) ____ ☐
- Slings (PER) ____ ☐
- Spears (AGI) ____ ☐
- Swords (DEX) ____ ☐

- Normal — Base Characteristic
- Paternal — Base Characteristic
- Primary — Base Characteristic x3
- Secondary — Base Characteristic

Difficulty Modifiers

Infallible	+75%
Very Easy	+50%
Easy	+25%
Normal	+0%
Difficult	-25%
Very Difficult	-50%
Impossible	-75%

%	Crit	Fumble
01-10	01	91-00
11-20	01-02	92-00
21-30	01-03	93-00
31-40	01-04	94-00
41-50	01-05	95-00
51-60	01-06	96-00
61-70	01-07	97-00
71-80	01-08	98-00
81-90	01-09	99-00
91-100	01-10	00

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Equipment Carried

Purse

Money:

Monthly Income: Weekly Expenses:

Possessions

Spells & Rituals

Name	Vis/ Ordo	Type/ Ceremony	Expiration	Duration	Components, Preparation & Description/Effect

Notes

Servants

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