Aguelaire

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

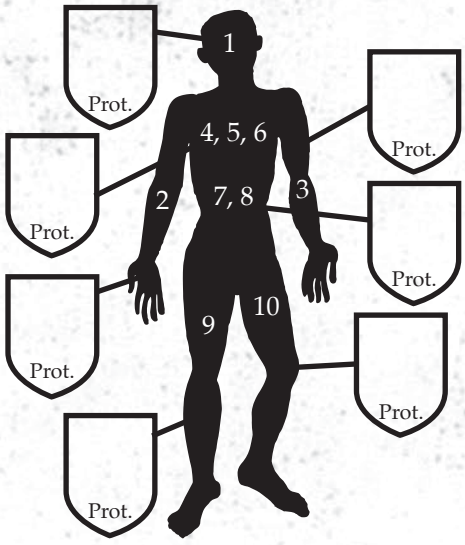
- ❑ Healthy _____
- ❑ Wounded _____
- ❑ Gravely Wounded _____
- ❑ Unconscious _____
- ❑ Dead _____

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: **WeeklyExpenses:**

Possessions

Spells & Rituals

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

Notes

Servants

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