

CLASSIC FANTASY

Character Record Sheet

MAGIC POINTS													MONEY AND TREASURE								
Current POW	Total MP												money and treasure		location	ENC					
Unconscious	0	1	2	3	4	5	6	7	8	9	10	11	12	13	Gold Pieces: _____	_____	_____				
	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	Silver Pieces: _____	_____	_____
Item of Power	Item MP												Copper Pieces: _____		_____	_____					
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	_____	_____	_____		
Item of Power	Item MP												_____		_____	_____					
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	_____	_____	_____		

RACIAL ABILITIES													ARMOR			
_____													armor type (piece)	location	AP	ENC
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____

CLASS ABILITIES													EQUIPMENT			
_____													equipment	location	HP	ENC
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____
_____													_____	_____	_____	_____

LOAD AND FATIGUE					
max ENC	load level	MOV	fatigue level	penalty	
STR x 1/2	Unloaded	-0	<input type="checkbox"/> Fresh	n/a	
STR x 1	Light	-0	<input type="checkbox"/> Winded	-5%	
STR x 1 1/2	Moderate	-0	<input type="checkbox"/> Tired	-10%	
STR x 2	Heavy	-2	<input type="checkbox"/> Weary	-20%	
STR x 2 1/2	Extreme	-4	<input type="checkbox"/> Exhausted	Difficult	
STR x 3	Maximum	-8	<input type="checkbox"/> Collapsed	Impossible	
			<input type="checkbox"/> Unconscious	No Actions	

EFFECTS of LOAD

Unloaded: Stamina rolls not typically required.

Light Load: Easy Stamina roll required for Typical or greater exertion.

Moderate Load: Stamina roll required for Typical or greater exertion.

Heavy Load: Easy Stamina rolls required for casual exertion, Difficult Stamina roll required for Typical or greater exertion.

Extreme Load: Normal Stamina roll required for casual exertion. Typical exertion automatically fatigues the character one step. Exceptional exertion only allowed at GM's discretion, and costs multiple Fatigue levels as determined by the GM.

Maximum Load: Difficult Stamina roll required for casual exertion. Typical exertion automatically fatigues the character one step. Exceptional exertion only allowed at GM's discretion, and costs multiple Fatigue levels as determined by the GM.

SOME EXAMPLES of EXERTION

Casual: Strolling 100m, Swimming 10m, travelling by mount for a day

Typical: Jogging 100m, travelling by foot for a day

Exceptional: Sprinting 100m, Exceptional always causes the loss of at least one level of Fatigue and is cumulative with Load penalties.

Other Automatic Fatigue Drops: Dropping to 1/2 total hp, and again when dropping to 3 hp or less. Dropping to negative hp in a limb.

Total ENC _____

