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| **CONRAD’S FANTASY CHARACTER SHEET** | | |
| **Character’s Name:** | | |
| **Character’s Level:** | **“Make Rolls” Remaining:** | **Multiple Attempt Bonus:** |
| **Total Magic Points:** | **Remaining Magic Points:** | **Defensive Modifier:** |
| **Titles Held:** Footman, Bumpkin, Street Urchin, Student | | |

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| **TRAITS** | | | | | |
| BOLD | CLEVERNESS | ENERGETIC | MAGICAL | METHODICAL | RUGGED |

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| **SKILLS:** | | | |
| **PHYSICAL & COMBAT SKILLS***(no Traits Restrictions)* (Note: \* = Responsive Phase Only) | | | |
| Acrobat | Battle Cry +1 | Battle Hard | Berserk |
| Brawl | Climb | Clobber | Concentration\* |
| Distractions/Feigns | Equestrian | Endure Hardship | Escape |
| Foul Blow | Hero’s Great Weapon | Iron Grip | Irregular Blow |
| Leveraged Attack | Mastery of Shield\* | Quick Blows\* | Ranged |
| Ranged Power Blow | Ranged Precision Hit | Run Forever | Speed and Guile\* |
| Stabby Stab | Strength of Limb | Swim | Warrior’s Sidearm |
| Wrist Speed |  |  |  |
| **DEFENSIVE SKILLS***(no Traits Restrictions)* (Note: \* = Responsive Phase Only) | | | |
| Avoid Blow | Block\* | Defensive Stance \* | Dodge/Leap |
| Divide Their Forces | Exploit Weakness | Saber Parry | Trained Defense\* |
| Unkillable\* | Zig-Zag |  |  |
| **GIFTED SKILLS** *(requires Trait MAGICAL)* | | | |
| Act Sorrowful | Animal Empathy | Beg | Calm Animal |
| Contort | Fake Death | Glutton Food | Grimace |
| Guesses and Hunches | Keen Hearing | Luck | Magic Immunity |
| Memorize | Owl’s Eyes | Resist Intoxicants | Rougish Charm |
| Sense Danger | Spirit Protector | Tunnel Sense |  |
| **PRACTICED & PATIENT SKILLS** *(requires trait METHODICAl)* | | | |
| Build & Use Gadgets | Con, Lie,& Bribe | Hide & Spy | Manipulate Gears & Such |
| Pick Pockets | Plans and Strategy | Set or Find Traps | Sit Still (long periods) |
| Sleight of Hand | Sneak and Move |  |  |
| **LEARNED SKILLS** *(requires Trait CLEVERNESS)* | | | |
| Create and use Poisons | Decode Maps/Ciphers | Disguise and Act | Estimate Value |
| Find Hidden Things | Gambling Talents | Language | Language |
| Litigation | Mechanical Devices | Navigator | Non-Subtle Persuasion |
| Slave Taskmaster | Tracking | Write/Forge |  |

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| **TASK RESOLUTION (2d8)** | | | | |
|  | **SUCCESS** | **MIXED** | **FAIL** | **MISHAP** |
| ***SIMPLE*** | 9+ | 8-7 | 6-3 | 2 or less |
| ***DIFFICULT*** | 11+ | 10-8 | 7-4 | 3 or less |
| ***TASKING*** | 13+ | 12-10 | 9-6 | 5 or less |
| ***LIMIT*** | 15+ | 14-13 | 12-8 | 7 or less |

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| **WOUNDS CHART** | | | |
| **BRUISE/CUT** | **BLEEDER** | **VICIOUS** | **SPIRIT** |
| Character Base | Character Base | Character Base | Character Base |
| Player | Player | Player | Player |
| Ruggedness | Ruggedness | Ruggedness | Energetic |
| Man-At-Arms | Veteran | Hero | Bold |
| Cut-Purse | Sheriff | Warlord | Enchanter |
| Thief | Warrior | Master of Steel | Wizard |
| Mutilator | Mutilator | Conqueror | Mutilator |
| Heinous One | Heinous One | Heinous One | Heinous One |
| Overflows to: | | | |
| *Bleeder* | *Vicious* | *Slain* | *Unconscious* |

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| **CHARACTER NOTES/BIO/DESCRIPTION** |
| Description/Biography: |
| Attitudes to Magic: |
| Notes: |

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| **IGNOBLES** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** |
| **Adventure** (Travel, Exotic Places, Danger, Intrigue) |  |  |  |  |  |  |  |  |  |
| **Bard’s Tale** (Fame, Triumph, Notoriety) |  |  |  |  |  |  |  |  |  |
| **Battle** (Military Engagements and Strategy) |  |  |  |  |  |  |  |  |  |
| **Crafty Deeds** (Cunning Execution of Skills or Intrigue) |  |  |  |  |  |  |  |  |  |
| **Desired Fulfilled** (Profit, Revenge, Power, Goals) |  |  |  |  |  |  |  |  |  |
| **Exercising Prudence** (Forethought, Plans and Precautions) |  |  |  |  |  |  |  |  |  |
| **Personal Growth** (Leadership, Comradeship, Political Authority) |  |  |  |  |  |  |  |  |  |
| **Heroics** (Boldness, Courage, Audacity) |  |  |  |  |  |  |  |  |  |
| **Magical Events** (Acquisition, Exposure, Use) |  |  |  |  |  |  |  |  |  |

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| **IGNOBLES 0** |

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| * **Adventure Log/Notes:** * Begin your tale. |

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| **LAWS OF MAGIC** | **MAGIC POINT EXPENDITURE** | | | | |
| **Law I:** Force flows through fixed channels in only one direction. Natural forces are fixed and unyielding.  **Law II:** Everything has a fixed identity - a blend of the four Elements. Elements can not change state or balance. (Flesh is composed of Elements, although Physicians call them “humours.”  **Law III:** Everything has a Spirit which gives it it’s identity.  **Law IV:** The planes of existence are distinct and separate. They do not overlap, meet or cross.  **Law V:** Each mind is controlled by its own Spirit - a force outside of nature.  **Law VI:** Some things can never be understood. What has happened, happened, and cannot be changed. | **DEGREE** | **SUCCCESS** | **MIXED** | **FAIL** | **MISHAP** |
| ***Simple*** | 0 | 0 | 0 | 1 |
| ***Difficult*** | 0 | 0 | 1 | 2 |
| ***Tasking*** | 0 | 1 | 2 | 4 |
| ***Limit*** | 1 | 2 | 4 | 8 |
| **NOTES:** On a MIXED result the desired violation occurs, but the caster suffers a (Referee Adjudicated) Side Effect.  On a MISHAP result, the caster rolls on the Major Mishap table for the relevant Law(s) (Referee Adjudicated) for catastrophic results. | | | | |

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|  | **~~DEFENSIVE BONUS~~** | | |  | **MULTIPLE ATTEMPT BONUS** | | |
| **PLAYER LVL** | **~~ENERGETIC & CLEVER~~** | **~~ENERGETIC OR CLEVER~~** | **~~NEITHER~~** |  | **ENERGETIC & METHODICAL** | **ENERGETIC OR METHODICAL** | **NEITHER** |
| ***0*** | ~~1~~ | ~~0~~ | ~~0~~ |  | 1 | 1 | 1 |
| ***1*** | ~~2~~ | ~~1~~ | ~~0~~ |  | 2 | 1 | 1 |
| ***2*** | ~~3~~ | ~~2~~ | ~~1~~ |  | 2 | 2 | 1 |
| ***3*** | ~~3~~ | ~~2~~ | ~~1~~ |  | 2 | 2 | 1 |
| ***4*** | ~~4~~ | ~~3~~ | ~~2~~ |  | 3 | 2 | 2 |
| ***5*** | ~~4~~ | ~~3~~ | ~~2~~ |  | 3 | 2 | 2 |
| ***6*** | ~~5~~ | ~~4~~ | ~~3~~ |  | 3 | 3 | 2 |
| ***7*** | ~~6~~ | ~~5~~ | ~~3~~ |  | 4 | 3 | 3 |
| ***8+*** | ~~8~~ | ~~6~~ | ~~4~~ |  | 4 | 4 | 3 |

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| **CHARACTER GENERATION TABLES** | |
| **STARTING CHARACTER TRAITS (d8)** | |
| **BOLD** | **CLEVERNESS** |
| 1 - No others | 1 - no others |
| 2-4 - plus any one Trait | 2 - plus Bold and Energetic |
| 5 - plus Energetic and any other Trait | 3 - plus Bold and Magical |
| 6 - plus Energetic, Rugged and any other Trait | 4 - plus Bold and Methodical |
| 7 - plus Cleverness, Energetic, Ruggedness and any other Trait | 5 - plus Bold and Ruggedness |
| 8 - all six Traits | 6 - plus Energetic and Magical |
|  | 7 - plus Energetic and Methodical |
|  | 8 - Plus Energetic and Ruggedness |
| **ENERGETIC** | **MAGICAL** |
| 1-4 - no others | 1-4 no others |
| 5-6 plus any one Trait | 5-8 plus Cleverness and Methodical |
| 7 - plus any two Traits | OR plus Bold, Energetic and Ruggedness |
| 8 - plus any three Traits |  |
| **METHODICAL** | **RUGGEDNESS** |
| 1-3 - no other Traits | 1 - no others |
| 4-6 - Plus any other Trait | 2-7 - plus any other Trait |
| 7-8 - plus any two other Traits | 8 - plus any two other Traits |
| **STARTING TITLE (Choose one)** | |
| **Footman** - Lowest soldier in the army, perhaps the backbone of the Great Leader he serves  (take three Physical & Combat skills) | **Bumpkin** - Dirt Farmer, or former farmer who realized freedom is found with a sword, not a shovel, and a horse is for battle, not pulling a plow.  (take two Gifted, & Physical/Combat skills) |
| **Street Urchin** - an Artful Dodger, living on the street and making his own rules.  (take two Gifted & two Practiced/Patient skills) | **Student** - Dutiful servent of a skilled and stern teacher.  (take two Learned skills and 2 Magic Points) |
| **ADDITIONAL SKILLS** | |
| (Conrad House Rule for his Campaign) Add four Physical Skills | |

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| **EDITOR’S NOTES (DELETE THIS TABLE)** |
| This sheet was designed for use in Epic Table, but can also be used in a word processing app or printed for reference.  The layout is intended to be modular, and each table can be shifted around as an individual sees fit, or deleted. (For example a Character who will never use magic might delete the Laws of Magic and Magic Point Expenditure Table).  At the bottom of the sheet are the character creation tables. With the Multiple Attempt and Defensive Bonus tables on the sheet a Player shouldn’t need to open (or own!) the rules to create a character. Pick a Trait, roll a die, choose a Progression Path Title, pick some Skills and go to town.  Mike is using this directly inside Epic Table and relies on changing the color of text. Initial Trait is GOLDEN, other Traits are GREEN. Chosen Skills are GREEN (there is space for the +1-+4 modifiers). A Character who does not have the associated trait can change the relevant wounds on the wound chart to GREY. As the Character gains Levels or Traits, relevant wounds can be changed to BLACK.  I use RED to mark off wounds, or note Skills/Traits temporarily lost through mishap or card event. The four initial Titles are already filled in. Delete the ones you ain’t.  This “Blank” File has been set to read only. DO a “Save As” to save your PC - Or save a new Blank without extraneous stuff - like these notes. |