

ABOREA

PLAYER: _____

LEVEL

NAME

RACE

CLASS

STRENGTH

STR

BONUS

DEXTERITY

DEX

BONUS

+ WEAPON'S INI-MODIFIER DER WAFFE = INITIATIVE

CONSTITUTION

CON

BONUS

+ CLASS'S HP) X LEVEL = HIT POINTS

INTELLIGENCE

INT

BONUS

+ 3) X RANK = MAGIC POINTS (WIZARD FOR EX) OR

CHARISMA

CHA

BONUS

+ 3) X RANK = MAGIC POINTS (PRIEST, FOR EX)

Costs

Ability Attribute

Ability Modifier

0	1	2	3	4	5	6	8	10	12	16	-	-	-	-
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
∞	-3	-2	-1	-1	0	+1	+1	+2	+2	+3	+3	+4	+4	+5

Rank

Skill	Costs	1	2	3	4	5	6	7	8	9	10	11	12
Athleticism		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Influence		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Aimed Spells		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Arts ()		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Cunning		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Develop Magic	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Nature		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Ride		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Swim		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Spell list ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Spell list ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Spell list ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Weapon ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Weapon ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Weapon ()	/	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Perception		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Knowledge ()		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Knowledge ()		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Knowledge ()		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
/		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
/		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Weapon

Weapon Group

Min. STR

INI

Ability

CB

kg

Damage

Misc.

Armour

Min. STR

Armour Bonus

Manoeuvre

kg

Item

kg

Place

Amount

Not enough room? Use the back of your character sheet!

ABOUT CHARACTER

SIZE, AGE AND GENDER
COLOR OF HAIR AND WEIGHT
REMARKABLE
BEHAVIOUR

XP

By GAMEMASTER

CAPITAL

1 GOLDFALCONS (GF) =
10 TRIONTHALER (TT)
100 COPPERLINS (CL)
1.000 MUENA (MU)

208.000	20
188.000	19
169.000	18
151.000	17
134.000	16
118.000	15
103.000	14
89.000	13
76.000	12
64.000	11
53.000	10
43.000	9
34.000	8
26.000	7
19.000	6
13.000	5
8.000	4
4.000	3
1.000	2
0	1

DIVINE CHANCE / POINTS