TRUDVANG CHRONICLES

ATTRIBUTES

Name: _____

Player: _____
People: _____
Land: _____
Place: _____
Gender: _____
Age: _____
Height: _____
Weigth: _____
Weapon hand: _____
Archetype: _____
Occupation: _____
Movement: _____
Religion: _____
Mother tongue: _____

ADVENTURE POINTS

Adventure points: _____
Not used: _____

RAUD

BACKGROUND

Apperance: _____

Base impression: _____

Personality: _____

Goal and purpose: _____

History and life story: _____

TRAITS

Charisma	
Constitution	
Intelligence	
Dexterity	
Perception	
Strength	
Psyche	

Skill	Level	SV
AGILITY		
Body control		
Mounting		
Battle maneuver		
CARE		
Handler		
Handicraft		
Tradesman		
Healing and drugs		
ENTERTAINMENT		
Gambling		
Music and dancing		
Storytelling		
FAITH		
God focus		
Divine power		
Invoke		
FIGHTING		
Armed fighting		
Unarmed fighting		
Battle experience		
KNOWLEDGE		
Culture knowledge		
Learning		
Race knowledge		
Language		
SHADOW ARTS		
Shadowing		
Thievery		
VITNER CRAFT		
Vitner focus		
Vitner shaping		
Call of vitner		
WILDERNESS		
Geography		
Hunting experience		
Nature knowledge		
Seafarer		
Survival		

Specialty	Skill & Disciplines	Level	Effect

Character Sheet v5 cc-by-sa 2016 David <ziox> Malmström — Trudvang Chronicles © Riotminds AB

BODY POINTS

Body Points: _____ Natural healing: _____
Wounds: _____

Damage Level	Body Points	Mod
Light Damage		±0
Injured		−1
Seriously Injured		−3
Critically Injured		−7

FEAR

Fear modification: _____
Fear points: _____

INITIATIVE

Total: _____

COMBAT POINTS

Fighting: _____
Unarmed: _____
Armed: _____
Combat experience: _____

Locked

Armor	PV/BV	H	FM	IM

DIVINE POINTS

Holy Capacity: _____
Temporary: _____

VITNER POINTS

Vitner Capacity: _____
Temporary: _____

ABILITIES

WEAPONS

Melee Weapons	WP	IM	PV/BV	Damage	Extra
			/		
			/		
			/		
			/		

Ranged Weapons	WP	IM	PV/BV	Short	Long	Damage	Extra
			/				
			/				

EQUIPMENT

Riches: _____

Gold: _____
Silver: _____
Copper: _____