

Earthdawn Character Sheet

Player:

SC Name:

Race:

Gender:

Age:

Hair:

Skin:

Eyes:

Height:

Weight:

Personality Traits:

Portrait

Quote:

Background:

Appearance:

Friends/Contacts:

Enemies:

Attributes, Characteristics & Base Combat

Racial Abilities:

	Base	Race	LP	Current	Step	Action Dice
DEX terity:	+	+	=			
STR ength:	+	+	=			
TOU ghness:	+	+	=			
PER ception:	+	+	=			
WIL lpower:	+	+	=			
CHA risma:	+	+	=			

	Combat	Full		Carrying	Lifting
Movement:					

	DEX Step	Armor	Other	Step	Action Dice
Initiative:	-	+	=		

- Aggressive:** 1 Strain, +3 Melee, -3 Phys&SpDef
- Aim:** 1 Strain/Rd, +2/+3 Ranged, no act
- Knockdown:** Damage is Knockdown Difficulty
- Stun:** Stun Damage, Stun instead of Wounds
- Called Shot:** 1 Strain, -3 Attack, hit designated area
- Defensive:** +3 Phys&SpDef, -3 Tests (except Knockdown)
- Giving Ground:** 1 Strain, +1 PhysDef/yard, -2 Melee
- Going inside Shield:** negate shield, -2 Melee
- Jumping up:** 2 Strain, stand up & standard act
- Against Charge:** unhorse mounted opponent
- Shattering Shield:** 1 Strain, breaks opp. shield
- Split Move:** 1 Strain, mov-act-mov, -2 Phys&SpDef

	Defense
Physical:	
Spell:	
Social:	
	Action Dice
Melee:	
Missile:	
Throwing:	
Unarmed:	

	per Day	Current	TOU Step	Action Dice
Recovery Tests:				

	Base	Blood Magic	Durability	Other	Current
Unconsciousness:	-	+	+	=	
Death:	-	+	+	=	

	Current	Threshold	Wounds
Damage:			

- Wound Effects:** -1 Tests/Wound (in excess of 1), except Recovery
- Knockdown Test:** STR against Damage-Threshold-3

	Max	Current	Step	Action Dice
Karma:				

Karma special Use		DEX	STR	TOU	PER	WIL	CHA

	Name	Devition Points
Passion:		
Powers:		

Equipment

Armor/Shield	Physical	Mystic	Initiative	Shatter

Sum:

Weapon	S/M(-2)/L(-3)	STR Step	Damage	Forged	Step	Action Dice
		+	+	=		
		+	+	=		
		+	+	=		
		+	+	=		

	Weight
Location:	

	Weight
Location:	

Copper										
Silver										
Gold										
Rations										

Disciplines & Talents

Discipline:	Circle:
Karma Ritual:	

Half Magic	Step

	<i>Circle</i>	<i>Initiate/Novice Talent</i>																			
			<i>Discipline Karma Action</i>				<i>Strain</i>	<i>Attribute</i>	<i>Rank</i>	<i>Step</i>	<i>Action Dice</i>										
								+	=												
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Journeyman Talent

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Additional Talent

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Talents, Discipline Bonuses & Talent Knacks

DEX: STR: TOU: PER: WIL: CHA:

Circle						Strain	Attribute	Rank	Step	Action	Dice
											<i>Discipline Karma</i>
								+	=		
								+	=		
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Bonus/Ability					Knack					Talent	Strain	

Skills

DEX: <input type="text"/>	STR: <input type="text"/>	TOU: <input type="text"/>	PER: <input type="text"/>	WIL: <input type="text"/>	CHA: <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills	Action	Strain	Attribute	Rank	Step	Action Dice
Animal Handling	✓	0	WIL +	=		
Avoid Blow	-	1	DEX+	=		
Bribery	✓	0	CHA+	=		
Climbing	✓	0	DEX+	=		
Conversation	✓	0	CHA+	=		
Detect Weapon	✓	1	PER+	=		
Etiquette	✓	0	CHA+	=		
Flirting	✓	0	CHA+	=		
Haggle	✓	0	CHA+	=		
Melee Weapons	✓	0	DEX+	=		
Missile Weapons	✓	0	DEX+	=		
Research	✓	0	PER+	=		
Resist Taunt	-	1	WIL +	=		
Seduction	✓	0	CHA+	=		
Slough Blame	✓	2	CHA+	=		
Streetwise	✓	0	STR+	=		
Swimming	✓	0+	STR+	=		
Throwing Weapons	✓	0	DEX+	=		
Tracking	✓	1	PER+	=		
Unarmed Combat	✓	0	DEX+	=		
Wilderness Survival	✓	0	PER+	=		

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			+	=		

Languages:

Experience

Legendary Status:

Legend Points

Grand Total:

Available:

Total spent:

Talents:

Talent Knacks:

Skills:

Attributes:

Karma:

Spells:

Threads:

Treasure:

Rank	Novice	Journeyman	Warden	Step	Action Dice	Attrib.Val.
1	100	200	300	1	D4-2	—
2	200	300	500	2	D4-1	1-3
3	300	500	800	3	D4	4-6
4	500	800	1 300	4	D6	7-9
5	800	1300	2 100	5	D8	10-12
6	1 300	2 100	3 400	6	D10	13-14
7	2 100	3 400	5 500	7	D12	16-18
8	3 400	5 500	8 900	8	2D6	19-21
9	5 500	8 900	14 400	9	D8+D6	22-24
10	8 900	14 400	23 300	10	D10+D6	25-27
11	14 400	23 300	37 700	11	D10+D8	28-30
12	23 300	37 700	61 000	12	2D10	31-33
13	37 700	61 000	98 700	13	D12+D10	34-36
14	61 000	98 700	159 700	14	D20+D4	37-39
15	98 700	159 700	258 400	15	D20+D6	40-42
Rank	Master	Skills	Attributes	16	D20+D8	43-45
1	500	200	800	17	D20+D10	46-48
2	800	300	1 300	18	D20+D12	49-51
3	1 300	500	2 100	19	D20+2D6	52-54
4	2 100	800	3 400	20	D20+D8+D6	55-57
5	3 400	1 300	5 500	21	D20+D10+D6	58-60
6	5 500	2 100		22	D20+D10+D8	61-63
7	8 900	3 400		23	D20+2D10	64-66
8	14 400	5 500		24	D20+D12+D10	67-69
9	23 300	8 900		25	D20+D10+D8+D4	70-72
10	37 700	14 400		26	D20+D10+D8+D6	73-75
11	61 000			27	D20+D10+2D8	76-78
12	98 700			28	D20+2D10+D8	79-81
13	159 700			29	D20+D12+D10+D8	82-84
14	258 400			30	D20+D10+D8+2D6	85-87
15	418 100			31	D20+D10+2D8+D6	88-90

Grimoire (Spells)

Circle	Spell Name	in Matrix Illusion Threads			Weaving	Casting	Range	Duration

Magical Items

	Name	Max. Threads	Spell Defense
Magical Item:			
Description:			

Rank	Key Knowledge/Deed	LP Cost	Effect

	Name	Max. Threads	Spell Defense
Magical Item:			
Description:			

Rank	Key Knowledge/Deed	LP Cost	Effect

Pattern Item	Type

Blood & Thread Magic

Name

Max. Threads

Spell Defense

Magical Item:

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Description:

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Rank	Key Knowledge/Deed	LP Cost	Effect

Blood Magic Type

Damage

DR

Effect

Blood Magic Type	Damage	DR	Effect

Thread Magic Target

Rank

LP Cost

Effect

Thread Magic Target	Rank	LP Cost	Effect

