

TEGWYN SAGA

Name _____ Meaning _____

Race _____

Classes _____ Level _____

Played by _____

Experience _____ / _____ Needed

Max HP _____ Speed _____

Max MP _____ Spell _____

Max DP _____ Range _____

5 = 1 space
7 = diagonal





STR _____    

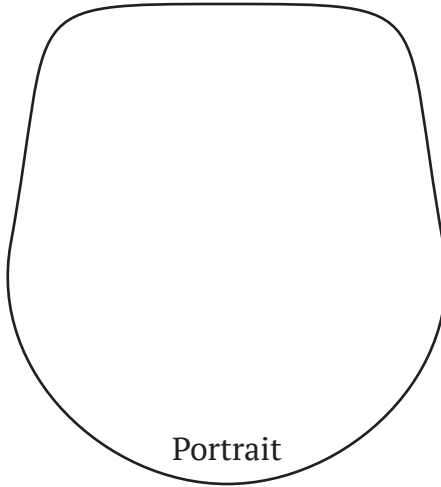
END _____    

DEX _____    

AGI _____    

MAG _____    

AUR _____    
Attribute Die



Current HP _____ Current MP _____

Current DP _____

- Alchemy _____
- Charm _____
- Crafting _____
- Creature Lore _____
- Learning _____
- Riding & Driving _____
- Security _____
- Stealth _____
- Trade _____
- Wilderness Lore _____
- Wits _____

Race & Class Abilities

Weapon/Spell	Accuracy	Power	Swing	Critical	Range	Evade

Shield _____

Armor _____

Defense _____
Armor + END

Unarmed Evade _____

Use when unarmed, defending against ranged, or using a ranged-only weapon.

Specials/Notes:

Description • Personality • Backstory

Consumables

Item _____
○ ○ ○ ○ ○ ○ _____
Refills

Item _____
○ ○ ○ ○ ○ ○ _____

Item _____
○ ○ ○ ○ ○ ○ _____

Item _____
○ ○ ○ ○ ○ ○ _____

SPELLS

MP Debt _____

This is incurred by some permanent spells.

Spell Points

Note: You can trade spell points 2:1.

Enchant.	_____	Telepathy	_____	Dark	_____	Ice	_____	Plant	_____		
Healing	_____	Teleport.	_____	Earth	_____	Light	_____	Water	_____		
Destruction	_____	Telekinesis	_____	Transform.	_____	Fire	_____	Lightning	_____	Wind	_____

D/A = deducts Defense or AUR • R/T = Resistible or Thrown • Use 2nd lines for notes or to fit more spells as needed.

Spell	Levels	MP	Power/Duration	D/A	R/T	Effect
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Notes:

Example	1-3	40/50/60	3/4/5 rounds		R	Boost coolness factor
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