

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 _____ 6 8 10 12

END _____ 6 8 10 12

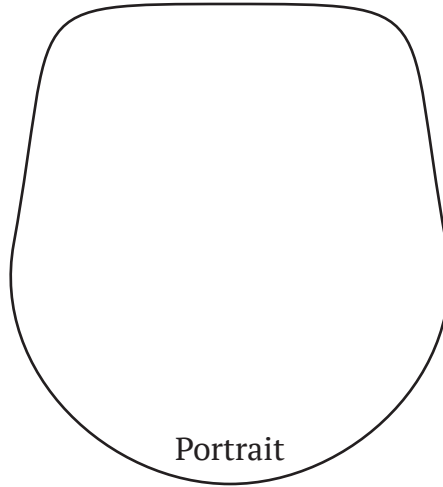
DEX _____ 6 8 10 12

AGI _____ 6 8 10 12

MAG _____ 6 8 10 12

AUR _____ 6 8 10 12

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	Parry

Dodge _____

Shield _____

Armor _____

Defense _____
Armor + END

Specials/Notes: _____

May parry melee with melee weapon; otherwise, dodge.

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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