HÂRNMASTER CORE CHARACTER SHEET 1

CHARACTER NAME:	CLAN:
OCCUPATION/TITLE:	PLAYER:

BIRTH & FAMILY

SPECIES	SEX
BIRTH DATE	SUN SIGN
BIRTHPLACE	CULTURE
	SOCIAL CLASS
SIBLING RANK	
PARENTAL TIES	
CLAN HEAD	
ESTRANGEMENT	

APPEARANCE

HEIGHT	FRAME
WEIGHT	COMELINESS
HAIR COLOUR	EYE COLOUR
GENERAL APPEARANCE	
MEDICAL	

PHYSICAL

STRENGTH
STAMINA
DEXTERITY
AGILITY
EYESIGHT
HEARING
SMELL
VOICE

PERSONALITY

INTELLIGENCE	AURA
WILL	MORALITY
PSYCHE	
RELIGION	PIETY
NOTES	

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING		
JUMPING		
STEALTH		
THROWING		

COMMUNICATION

SKILL	SB	ML
AWARENESS		
INTRIGUE		
ORATORY		
RHETORIC		
RITUAL		
SINGING		

CRAFT/LORE SKILLS

SKILL	SB	ML

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

SPELLS/RITUALS

SKILL	SB	ML

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE		
UNARMED		

LANGUAGES/SCRIPTS

SKILL	SB	ML

PSIONIC SKILLS

SKILL	SB	ML

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HÂRNMASTER CORE CHARACTER SHEET 2

CHARACTER NAME: **CLAN:**

OCCUPATION/TITLE: **PLAYER:**

COMBAT STATISTICS

INITIATIVE	
ENDURANCE	
DEXTERITY	
AGILITY	
MOVE (Agility x 5ft)	
DODGE (Agility x 5)	

PENALTIES

(A) INJURY LEVELS	
(B) FATIGUE LEVELS	
PHYSICAL PENALTY (=A+B)	
(C) ENCUMBRANCE	
UNIVERSAL PENALTY (=A+B+C)	

MELEE WEAPONS

WEAPON	WT (LB)	WPN QLTY	A/D	HAND MOD	IMPACT			AML	DML	NOTES
					B	E	P			
Hand/Elbow	-	-	0/3	-	0	-	-			
Foot/Knee	-	-	1/1	-	1	-	-			
Head Butt	-	-	0/0	-	1	-	-			
Grapple	-	-	0/0	-	-	-	-			Special
TOTAL WT	1									

A/D: Attack/Defence Class - A skill bonus to strike or block with the weapon. **HAND MOD:** Handedness Modifier - Penalty for using the weapon one-handed (off-hand use is another -10 to skill). **IMPACT:** Bonus added to Impact Dice. B = Blunt; E = Edge; P = Point. **AML/DML:** Attack/Defence Mastery Level - Basic chance to strike or defend. [= Skill ML + (A/D*5)]

ARMOUR PROTECTION

LOCATION	B	E	P	F
SKULL				
FACE				
NECK				
SHOULDERS				
UPPER ARM				
ELBOWS				
FOREARMS				
HANDS				
THORAX				
ABDOMEN				
HIPS				
GROIN				
THIGHS				
KNEES				
CALVES				
FEET				

B: Blunt **E:** Edge **P:** Point **F:** Fire/Frost

MISSILE WEAPONS

WEAPON	WT (LB)	RANGE (in feet) / IMPACT				AML
		SHORT	MED	LONG	EXTREME	
Thrown Rock	(1/2)	15' / 4b	30' / 3b	60' / 2b	120' / 2b	
TOTAL WEIGHT						

RANGE PENALTIES: SHORT +0 AML; MEDIUM -20 AML; LONG -40 AML; EXTREME -80 AML

PROTECTION VALUES

MATERIAL	B	E	P	F
Cloth/Hair	1	1	1	1
Quilt/Fur	5	3	2	4
Leather/Hide	2	4	3	3
Kurbul	4	5	4	3
Ring	3	6	4	3
Mail	2	8	5	1
Scale	5	9	4	5
Plate	6	10	6	2

ARMOUR/CLOTHING

ITEM	WT (LB)	QUAL	SKULL	FACE	NECK	SHOULDER	UPPER ARM	ELBOW	FOREARM	HAND	THORAX	ABDOMEN	HIP	GROIN	THIGH	KNEE	CALF	FOOT
TOTAL WT	16.3																	

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HÂRNMASTER CORE CHARACTER SHEET 3

CHARACTER NAME: **CLAN:**

OCCUPATION/TITLE: **PLAYER:**

PURSE

SILVER PENNIES

FARTHINGS

USURERS' NOTES

OTHER

JEWELLERY

INJURIES

LOCATION	HR	ILs

LOAD (ITEMS WORN/CARRIED)

ARMOUR	
WEAPONS	
BACKPACK	
SHOULDER BAG	
BELT, POUCHES	

BACKPACK (holds up to 50lb)

ITEM DESCRIPTION	WEIGHT
TOTAL WEIGHT:	

SHOULDER BAG (holds up to 25lb)

ITEM DESCRIPTION	WEIGHT
TOTAL WEIGHT:	

BELT, POUCHES, ETC

ITEM DESCRIPTION	WEIGHT
TOTAL WEIGHT:	

AT HOME, HIDDEN, STORED, ETC

SADDLEBAGS

ITEM DESCRIPTION	WEIGHT
TOTAL WEIGHT:	

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