



CHARACTER RECORD SHEETS

RACIAL ABILITIES:

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY		+		=	
STRENGTH		+		=	
TOUGHNESS		+		=	
PERCEPTION		+		=	
WILLPOWER		+		=	
CHARISMA		+		=	

INITIATIVE			
DEXTERITY STEP	ARMOR PENALTY	OTHER	INITIATIVE STEP/ACTION DICE

MOVEMENT RATES	
COMBAT	FULL

CARRYING CAPACITY	LIFTING CAPACITY

PHYSICAL DEFENSE	
SPELL DEFENSE	
SOCIAL DEFENSE	

ARMOR _____

PHYSICAL ARMOR

--

MYSTIC ARMOR

--

WOUND THRESHOLD **TESTS PER DAY**

DAY	STEP	ACTION DICE
☐		
☐		

	-1	-2	-3	-4
	-5	-6	-7	-8

BASE VALUE	BLOOD MAGIC	DURABILITY	OTHER	CURRENT VALUE

BASE VALUE	BLOOD MAGIC	DURABILITY	OTHER	CURRENT VALUE
	-	+	+	=

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED	SHORT	MEDIUM	LONG

STEP/DICE: _____ MAXIMUM: _____ SPECIAL USE: _____	AVAILABLE KARMA 				
	☐ DEX	☐ STR	☐ TOU		
	☐ PER	☐ WIL	☐ CHA		

[illegible][illegible]

DISCIPLINE

DISCIPLINE: _____ KARMA RITUAL: _____

CIRCLE: _____

HALF-MAGIC: _____ HALF-MAGIC ABILITIES: _____

JOURNEYMAN

TALENT NAME	DISCIPLINE TALENT?	KARMA?	ACTION?	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE	TALENT KNACK NAME	TALENT	STRAIN
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
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_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____

WARDEN

TALENT NAME	DISCIPLINE TALENT?	KARMA?	ACTION?	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE			
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
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_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____

TALENTS

TALENT KNACKS

MASTER

TALENT NAME	DISCIPLINE TALENT?	KARMA?	ACTION?	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE			
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
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_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____
_____	☐	☐	☐	_____	_____	+	_____	_____	_____	_____	_____

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

STEP/ACTION DICE TABLE	
Step Number	Action Dice
1	D4-2
2	D4-1
3	D4
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	D10+D6
11	D10+D8
12	2D10
13	D12+D10
14	D20+D4
15	D20+D6
16	D20+D8
17	D20+D10
18	D20+D12
19	D20+2D6
20	D20+D8+D6
21	D20+D10+D6
22	D20+D10+D8
23	D20+2D10
24	D20+D12+D10
25	D20+D10+D8+D4
26	D20+D10+D8+D6
27	D20+D10+2D8
28	D20+2D10+D8
29	D20+D12+D10+D8
30	D20+D10+D8+2D6
31	D20+D10+2D8+D6
32	D20+2D10+D8+D6
33	D20+2D10+2D8
34	D20+3D10+D8
35	D20+D12+2D10+D8
36	2D20+D10+D8+D4
37	2D20+D10+D8+D6
38	2D20+D10+2D8
39	2D20+2D10+D8
40	2D20+D12+D10+D8

CHARACTER RECORD SHEET

WILLFORCE STEP: _____

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FAMILIAR/MOUNT

NAME: _____

TYPE: _____

ATTRIBUTES

STEP	ACTION DICE	STEP	ACTION DICE
DEXTERITY	_____	PERCEPTION	_____

STRENGTH	_____	WILLPOWER	_____
----------	-------	-----------	-------

TOUGHNESS	_____	CHARISMA	_____
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INITIATIVE	_____	MOVEMENT	_____
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STEP	ACTION DICE	COMBAT	FULL
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ATTACK _____

STEP	ACTION DICE	NUMBER OF ACTIONS	_____
------	-------------	-------------------	-------

DEFENSE RATINGS

PHYSICAL DEFENSE _____

SPELL DEFENSE _____

SOCIAL DEFENSE _____

ARMOR RATINGS

PHYSICAL ARMOR _____

MYSTIC ARMOR _____

HEALTH RATINGS

UNCONSCIOUSNESS RATING	_____	WOUND THRESHOLD	_____
------------------------	-------	-----------------	-------

DEATH RATING	_____	CURRENT DAMAGE	_____
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TESTS PER DAY	STEP	ACTION DICE	STEP	ACTION DICE
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KARMA

STEP	ACTION DICE	AVAILABLE KARMA	_____
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WEAPONS/ATTACK TYPES

WEAPON	DAMAGE STEP	WEAPON	DAMAGE STEP
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POWERS

POWER NAME	ACTION?	ATTRIBUTE	RANK	STEP	ACTION DICE
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_____	☐	_____	+	_____	_____
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_____	☐	_____	+	_____	_____
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_____	☐	_____	+	_____	_____
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_____	☐	_____	+	_____	_____
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_____	☐	_____	+	_____	_____
-------	--------------------------	-------	---	-------	-------

_____	☐	_____	+	_____	_____
-------	--------------------------	-------	---	-------	-------

_____	☐	_____	+	_____	_____
-------	--------------------------	-------	---	-------	-------

EQUIPMENT

EQUIPMENT

ITEMS

CARRIED EQUIPMENT

WEIGHT

OTHER POSSESSIONS

ITEMS

VALUABLES

TYPE	AMOUNT	TYPE	AMOUNT
------	--------	------	--------

ADDITIONAL DISCIPLINE

TALENTS

TALENT NAME

DISCIPLINE
TALENT?

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

CIRCLE

DISCIPLINE: _____

CIRCLE: _____

HALF-MAGIC: _____

HALF-MAGIC ABILITIES: _____

KARMA RITUAL: _____

DISCIPLINE BONUSES

CIRCLE BONUS/ABILITY

TALENT KNACKS

TALENT KNACK NAME

TALENT

STRAIN

BACKGROUND & EXPERIENCE

BIRTHPLACE: _____ **QUOTE:** _____

BIRTHDATE: _____ **PERSONALITY TRAITS:** _____

PERSONALITY



APPEARANCE



CHARACTER SKETCH

THE STORY SO FAR

DEVOTION

PASSION: _____ **DEVOTION POINTS**

POWERS: _____

ADVENTURE HISTORY

[illegible]

ADVANCEMENT HISTORY

INCREASED ABILITY	OLD VALUE	NEW VALUE	LP COST
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LEGEND POINT TOTALS

TALENTS	TALENT KNACKS	SKILLS
ATTRIBUTES	KARMA	SPILLS
THREADS		TREASURE
TOTAL SPENT	TOTAL AVAILABLE	
GRAND TOTAL	LEGENDARY STATUS	

Rank	TALENT LEVEL				Skills	Attributes
	Novice	Journeyman	Warden	Master		
1	100	200	300	500	200	800
2	200	300	500	800	300	1,300
3	300	500	800	1,300	500	2,100
4	500	800	1,300	2,100	800	3,400
5	800	1,300	2,100	3,400	1,300	5,500
6	1,300	2,100	3,400	5,500	2,100	-
7	2,100	3,400	5,500	8,900	3,400	-
8	3,400	5,500	8,900	14,400	5,500	-
9	5,500	8,900	14,400	23,300	8,900	-
10	8,900	14,400	23,300	37,700	14,400	-
11	14,400	23,300	37,700	61,000	-	-
12	23,300	37,700	61,000	98,700	-	-
13	37,700	61,000	98,700	159,700	-	-
14	61,000	98,700	159,700	258,400	-	-
15	98,700	159,700	258,400	418,100	-	-

CHARACTER CREATION SUMMARY

1. Choose a Discipline

A Discipline is much more than a character's profession; it determines how he interacts with magic and how he can use magical energies to empower his talents. Certain races cannot follow some Disciplines—if you want to play a character of a particular race, you should choose a Discipline with that race in mind. The fifteen core Disciplines are: Air Sailor, Archer, Beastmaster, Cavalryman, Elemental, Illusionist, Nethermancer, Scout, Sky Raider, Swordmaster, Thief, Troubadour, Warrior, Weaponsmith, and Wizard.

2. Choose a Race

The different races populating Barsaive are dwarves, elves, humans, obsidimen, orks, trolls, t'skrang, and windlings.

3. Generate Attributes

Generate Values for the six Attributes (Dexterity, Strength, Toughness, Perception, Willpower, Charisma), using one of the two methods below:

Purchase Point Method: You have 66 Purchase Points with which to purchase your character's Attributes. The Purchase Point cost for each Attribute value appears in the Attribute Cost Table.

Random Roll Method: Roll 4D6 for each Attribute, discarding the lowest die roll result, and add the three remaining dice rolls to get a result from 3 to 18.

After generating Attributes, apply the modifiers shown in the Racial Attribute Modifiers Table to the character's Attribute values. Regardless of modifiers, no Attribute value starts play lower than 1. A few races have Attribute requirements (see **Record Racial Abilities**, below).

ATTRIBUTE COST TABLE	
Attribute Value	Purchase Point Cost
2	+3
3	+2
4	+1
5	0
6	1
7	2
8	3
9	4
10	5
11	6
12	8
13	10
14	13
15	16
16	19
17	21
18	23

RACIAL ATTRIBUTE MODIFIERS TABLE						
Race	DEX	STR	TOU	PER	WIL	CHA
Dwarf	+0	+2	+3	+0	+0	-2
Elf	+2	+0	-2	+1	+1	+1
Human	+0	+0	+0	+0	+0	+0
Obsidiman	-2	+6	+4	-1	+0	-1
Ork	+0	+3	+1	+0	-2	-1
Troll	+0	+4	+2	-1	+1	+0
T'skrang	+1	+0	+1	+0	+0	+1
Windling	+1	-4	-3	+1	+0	+2

4. Determine Characteristics

Consult the Characteristics Table on the following page to find the value for each characteristic. Some races receive special movement adjustments to their Dexterity value for the purpose of determining the character's Movement rates, as shown in the Racial Movement and Karma Table (which also lists all the relevant information regarding Karma for each race). No modifier reduces a character's Dexterity value below 1.

RACIAL MOVEMENT AND KARMA TABLE				
Race	Movement Modifier	Karma Step/Die	Starting Karma Points	Maximum Karma Points
Dwarf	Movement as Dexterity value - 2	4 / D6	6	25
Elf	Movement as Dexterity value + 1	4 / D6	6	25
Human	Movement as Dexterity value	5 / D8	10	40
Obsidiman	Movement as Dexterity value - 3	3 / D4	5	20
Ork	Movement as Dexterity value + 1	5 / D8	10	40
Troll	Movement as Dexterity value	3 / D4	5	20
T'skrang	Movement as Dexterity value	4 / D6	6	25
Windling	Ground Movement as Dexterity value - 8; Flying Movement as Dexterity value + 2	6 / D10	15	60

5. Record Racial Abilities

Your character has abilities specific to his race:

Dwarf: Heat Sight

Elf: Low-Light Vision

Human: Versatility

Obsidiman: Wound Threshold (+3), Min. STR Value (15), Natural Armor (Phys 3)

Ork: *Gahad*, Low-Light Vision

Troll: Heat Sight, Min. STR Value (11), Min. TOU Value (11)

T'skrang: Tail Attack

Windling: Astral-Sensitive Sight, Flight, Inc. Phys. Defense (+2), Max. STR Value (11)

6. Assign Talent Ranks and Spells

Assign a total of 8 points to the talents listed as available to the First Circle of the character's Discipline. Each point assigned to a talent improves the talent by +1 rank. You may assign 0, 1, 2, or 3 Rank Points to a talent, for a maximum starting Rank of 3.

Characters capable of casting spells may acquire spells using a number of Spell Points equal to their Perception step. You may only choose First and Second Circle spells available to your character's Discipline. First Circle spells cost 1 Spell Point to acquire; Second Circle spells cost 2 Spell Points to acquire.

7. Assign Skill Ranks

You have a total of 8 Rank Points to distribute among Knowledge, Artisan, Language and General Skills. Each point assigned to a skill gives your character one rank in that skill. You may assign 1, 2, or 3 Rank Points to a skill for a maximum starting Rank of 3. Starting characters spend at least 2 Rank Points on Knowledge Skills, and an Artisan Skill of their choice (assign it at least a Rank of 1). Most characters assign a Rank of 2 to the Speak Language skill; one rank for each language they know. Characters also assign Rank 1 to the Read And Write Language (Dwarven) skill. Distribute any remaining Rank Points on any skill, including General Skills.

8. Equip the Character

All characters begin play with the items and equipment shown in the Starting Equipment Table. Each character also receives 120 silver pieces before start of play to purchase additional equipment from the lists in the **Goods and Services** chapter.

STARTING EQUIPMENT TABLE
Adventurer's Kit (backpack, bedroll, flint & steel, torch, waterskin, large sack)
Artisan Tools (relevant to character's Artisan Skill; needs gamemaster approval)
Dagger or knife (or a similar Size 1 or 2 weapon)
Grimoire (magicians only)
Traveler's Garb (soft boots, shirt, belt, robe or breeches, traveler's cloak)
Trail Rations (1 week)

9. Flesh out the Character

Choose one or two traits from the Personality Traits Table below, or make up one or two of your own. Once you established your character's personality, decide what made him that way. Try answering some or all of the questions given in the **Creating Characters** chapter.

PERSONALITY TRAITS TABLE			
Aggressive	Cynical	Intense	Passionate
Aloof	Depraved	Intimidating	Patient
Altruistic	Dignified	Intolerant	Persuasive
Ambitious	Disciplined	Introverted	Pragmatic
Amoral	Dishonest	Intuitive	Protective
Apprehensive	Drunkard	Irrational	Proud
Argumentative	Easy-going	Jealous	Rational
Astute	Eloquent	Judgmental	Reactionary
Attentive	Energetic	Kind	Realistic
Bloodthirsty	Extroverted	Lazy	Reasonable
Bold	Fanatical	Liar	Rebellious
Charismatic	Follower	Logical	Reserved
Chivalrous	Forgiving	Loner	Resourceful
Cold	Friendly	Loyal	Rude
Compassionate	Generous	Lustful	Sadistic
Compassionless	Good-humored	Malcontent	Sarcastic
Condescending	Gracious	Manipulative	Selfish
Confident	Greedy	Militant	Sensitive
Conniving	Gullible	Miserly	Sentimental
Conservative	Honorable	Mocking	Shrewd
Courageous	Humorless	Moral	Spontaneous
Courteous	Idealistic	Naïve	Superstitious
Cowardly	Immature	Obsessive	Suspicious
Creative	Immoral	Opinionated	Sympathetic
Cruel	Insightful	Optimistic	Treacherous
Cunning	Insulting	Overbearing	Vengeful
Curious	Intellectual	Paranoid	Witty

10. Play the Game!

Congratulations, you're done! Finish filling out your Character Record Sheet—your character now stands ready to become a hero of the world of **Earthdawn**.

CHARACTERISTICS TABLE									
	Initiative DEX	Defense Ratings DEX/PER/CHA	Movement Rates DEX	Encumbrance STR		Health Ratings TOU			Armor WIL
Attribute Value	Step Number	Physical/ Spell/ Social Defense	Movement Combat/Full (yds/round)	Carrying/ Lifting Capacity (lbs)	Death Rating	Wound Threshold	Uncon. Rating	Recovery Tests (per day)	Mystic Armor
1	2	2	10/20	10/20	19	3	10	1/2 days	0
2	2	3	11/22	15/30	20	4	11	1/2 days	0
3	2	3	12/24	20/40	22	4	13	1	0
4	3	4	14/28	25/50	23	5	14	1	0
5	3	4	15/30	30/60	24	5	15	1	0
6	3	4	16/32	35/70	26	6	17	1	0
7	4	5	18/36	40/80	27	6	18	1	0
8	4	5	20/40	50/100	28	7	19	2	0
9	4	6	22/44	60/120	30	7	21	2	0
10	5	6	24/48	70/140	31	8	22	2	0
11	5	7	26/52	80/160	32	8	24	2	1
12	5	7	28/56	90/180	34	9	26	2	1
13	6	7	30/60	105/210	35	9	27	2	1
14	6	8	33/66	120/240	36	10	28	3	2
15	6	8	35/70	135/270	38	10	29	3	2
16	7	9	38/76	150/300	39	11	31	3	2
17	7	9	40/80	170/340	40	11	32	3	3
18	7	10	43/86	190/380	42	12	34	3	3
19	8	10	45/90	210/420	43	12	35	3	3
20	8	10	50/100	235/470	44	13	36	4	4
21	8	11	55/110	260/520	46	13	39	4	4
22	9	11	60/120	290/580	47	13	40	4	4
23	9	12	65/130	325/650	48	14	41	4	5
24	9	12	70/140	365/730	50	14	43	4	5
25	10	13	75/150	410/820	51	15	44	4	5
26	10	13	80/160	460/920	52	15	45	5	6
27	10	13	85/170	515/1,030	54	15	47	5	6
28	11	14	90/180	575/1,150	55	16	48	5	6
29	11	14	95/190	640/1,280	56	16	49	5	7
30	11	15	100/200	710/1,420	58	17	51	5	7
31	12	15	105/210	785/1,570	59	17	52	5	7
32	12	16	110/220	865/1,730	60	17	53	6	8
33	12	16	115/230	950/1,900	62	18	55	6	8
34	13	16	120/240	1,040/2,080	63	18	56	6	8
35	13	17	125/250	1,135/2,270	64	19	57	6	9
36	13	17	130/260	1,235/2,470	66	19	59	6	9
37	14	18	135/270	1,340/2,680	67	19	60	6	9
38	14	18	140/280	1,450/2,900	68	20	61	7	10
39	14	19	145/290	1,565/3,130	70	20	63	7	10
40	15	19	150/300	1,685/3,370	71	21	64	7	10
41	15	19	155/310	1,810/3,620	72	21	65	7	11
42	15	20	160/320	1,940/3,880	74	21	67	7	11
43	16	20	165/330	2,075/4,150	75	21	68	7	11
44	16	21	170/340	2,215/4,430	76	22	69	8	12
45	16	21	175/350	2,360/4,720	78	22	71	8	12
46	17	22	180/360	2,510/5,020	79	22	72	8	12
47	17	22	185/370	2,665/5,330	80	23	73	8	13
48	17	22	190/380	2,825/5,650	82	23	75	8	13
49	18	23	195/390	2,990/5,980	83	23	76	8	13
50	18	23	200/400	3,160/6,320	84	23	77	9	14

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THE AGE OF LEGEND

RBL-501

Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Name-giver races. It was an age of heroes, an age of fantastical deeds and mythical stories. It was the Age of Legend.

As the levels of magic rose, so did the dangers in the world. The rise of magic lured the Horrors from the depths of astral space—nightmarish creatures that devoured all life in their path. For four centuries, entire nations hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

A century ago, the people of Barsaive emerged from their sealed kaers and citadels. Trolls, dwarfs, elves, orks, and humans live side by side with exotic races: the lizard-like t'skrang, the small, winged windlings, and the earthen obsidimen. Fantastical creatures dwell once more in the forests and jungles. Arcane energies offer power to those willing to learn the ways of magic.

In the Age of Legend, bold heroes from all across Barsaive band together—ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire, which seeks to bend the rebellious province again to their yoke. Through noble deeds and sacrifice, the heroes of the world forge Barsaive's future, arming themselves for their daunting task with powerful magical spells and treasures.

Earthdawn is a roleplaying game set in a world of high adventure, high magic, and terrible danger. This file contains a full set of Character Record Sheets along with a two-page Character Creation Summary.

For more information about the Earthdawn roleplaying game, visit us on the Internet:

www.earthdawn.com

