

Swords and Glory

CHARACTER RECORD SHEET

1. NAME _____ 2. SPECIES _____ 3. SEX _____

4. PROVENIENCE: NATIONALITY _____ HOME CITY _____

5. CLAN NAME AND STATUS _____ 6. RELIGION _____

7. PROFESSION AND STATUS _____

8. HEIGHT _____ 9. BUILD _____ 10. STRENGTH _____

11. STAMINA _____ 12. DEXTERITY _____ 13. INTELLIGENCE _____

14. TOTAL HEIGHT-BUILD-STRENGTH FACTOR _____

15. BODY DAMAGE POINTS: TOTAL _____ CURRENT _____

16. PSYCHIC RESERVOIR _____ 17. PSYCHIC ABILITY _____

18. MAGICAL RESISTANCE FACTOR: BASIC _____ MODIFIED _____

19. COMELINESS _____ 20. CHARISMA _____ 21. AGE _____

22. EDUCATIONAL LEVEL _____ 23. CURRENT WEALTH _____

SKILLS:

24. SKILLS	COMPLETE LEVELS	POINTS TOWARD NEXT LEVEL	25. SUB-SKILLS	COMPLETE LEVELS	POINTS TOWARD NEXT LEVEL
1. _____	_____	_____	1. _____	_____	_____
2. _____	_____	_____	2. _____	_____	_____
3. _____	_____	_____	3. _____	_____	_____
4. _____	_____	_____	4. _____	_____	_____
5. _____	_____	_____	5. _____	_____	_____
6. _____	_____	_____	6. _____	_____	_____
7. _____	_____	_____	7. _____	_____	_____
8. _____	_____	_____	8. _____	_____	_____
9. _____	_____	_____	9. _____	_____	_____
10. _____	_____	_____	10. _____	_____	_____

The sub-skills of the assassin, warrior, shaman and sorcerer need not be entered here. Those of the first two are their weapon competences, while the sub-skills of the latter are their spells; see below.

26. LANGUAGES KNOWN: NATIVE _____ FOREIGN AND ANCIENT: _____

LANGUAGE	COMPETENCE LEVEL	LANGUAGE	COMPETENCE LEVEL
1. _____	_____	6. _____	_____
2. _____	_____	7. _____	_____
3. _____	_____	8. _____	_____
4. _____	_____	9. _____	_____
5. _____	_____	10. _____	_____

ADVENTURE ACTION STATISTICS:**27. ACTION POINTS**

28. ADVENTURE ACTION ROLLS: for more rapid gaming, copy the lines relevant to the character from Sec. 2.720 ff. This saves looking them up.

ACTION DIFFICULTY LEVEL AND DICE SCORE RANGES

ADVENTURE DICE ROLL	EASY TEST	HARDER TEST	DIFFICULT TEST	VERY DIFFI- CULT TEST	REAL CHALLENGE
Height-Build-Strength	_____	_____	_____	_____	_____
Endurance	_____	_____	_____	_____	_____
Resistance	_____	_____	_____	_____	_____
Dexterity	_____	_____	_____	_____	_____
Intelligence	_____	_____	_____	_____	_____
Intelligence-Dexterity	_____	_____	_____	_____	_____

29. RECOVERY ROLL: copy the relevant line from Sec. 2.722 (2).

STAMINA FACTOR	2 DEGREES WORSE	1° WORSE	NO CHANGE	1° BETTER	2° WORSE
_____	_____	_____	_____	_____	_____

30. COMELINESS/CHARISMA ROLLS: copy the relevant lines from Sec. 2.726.

DEGREE OF SUCCESS AND DICE SCORE RANGES

COMELINESS/CHARISMA FACTOR	VERY POOR	POOR	AVERAGE	GOOD	EXCELLENT
CM. _____	_____	_____	_____	_____	_____
CH. _____	_____	_____	_____	_____	_____

COMBAT:**31. WEAPONS**

Weapon	Total combat value	Length group	Damage table used	Height-Build-Strength modifier	Skill modifier	Steel modifier
1. _____	_____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____	_____
5. _____	_____	_____	_____	_____	_____	_____
6. _____	_____	_____	_____	_____	_____	_____
7. _____	_____	_____	_____	_____	_____	_____
8. _____	_____	_____	_____	_____	_____	_____
9. _____	_____	_____	_____	_____	_____	_____
10. _____	_____	_____	_____	_____	_____	_____

32. MISSILE WEAPONS: enter ranges and dice score ranges to hit below.

WEAPON		RANGES		
		short	medium	long
1. _____	Range:	_____	_____	_____
	Score to hit:	_____	_____	_____
2. _____	Range:	_____	_____	_____
	Score to hit:	_____	_____	_____
3. _____	Range:	_____	_____	_____
	Score to hit:	_____	_____	_____
4. _____	Range:	_____	_____	_____
	Score to hit:	_____	_____	_____
5. _____	Range:	_____	_____	_____
	Score to hit:	_____	_____	_____

33. SIZE OF SHIELD _____ 34. MATERIAL _____ 35. SHIELD'S DAMAGE POINTS _____
 36. DEGREE OF ARMOUR COVERAGE _____ 37. MATERIAL _____ 38. ARMOUR PROTECTION VALUE _____

CALCULATING COMBAT VALUES: see Sec. 2.810:

1. Basic physical Combat Value (produced by the Height-Build-Strength factor) _____
2. Modifiers for sub-skill levels in each weapon known: + 1 per level.
3. Melee weapons expertise bonus: + 2 (and no more) to a fighter who has 8 or more sub-skill levels in any *one* melee weapon (excluding Assassin weapons).
4. Missile weapon bonus: + 2 (and no more) to a fighter who has 8 or more sub-skill levels in a missile weapon (but divided into 4 sub-categories). This bonus does not carry over from one sub-category to others.
5. Soldier bonus: + 1 for each complete 4 levels (i.e. not sub-skill levels) in the skill of Soldier. This is added to all Combat Values, whether in melee or in missile weapons.

TABLE:

Factor	Weapon 1	Weapon 2	Weapon 3	Weapon 4	Weapon 5
Basic physical Combat Value	_____	_____	_____	_____	_____
Sub-skill levels	_____	_____	_____	_____	_____
Melee weapons expertise bonus	_____	_____	_____	_____	_____
Missile weapons expertise bonus	_____	_____	_____	_____	_____
Soldier skill bonus	_____	_____	_____	_____	_____
TOTAL COMBAT VALUES	_____	_____	_____	_____	_____

Factor	Weapon 6	Weapon 7	Weapon 8	Other melee weapons	Other missile weapons
Basic physical Combat Value	_____	_____	_____	_____	_____
Sub-skill levels	_____	_____	_____	_____	_____
Melee weapons expertise bonus	_____	_____	_____	_____	_____
Missile weapons expertise bonus	_____	_____	_____	_____	_____
Soldier skill bonus	_____	_____	_____	_____	_____
TOTAL COMBAT VALUES	_____	_____	_____	_____	_____

SORCERY:

39. TOTAL SPELL CASTING POINTS _____ 40. CURRENT POINTS _____

41. SPELLS KNOWN:

1. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
2. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
3. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
4. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
5. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
6. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
7. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
8. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
9. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	
10. NO. _____	NAME _____	P/R _____
AG/NAG _____	CIRCLE _____	RANGE _____
DURATION _____	SP _____	MR _____
PT _____	DETAILS _____	

Further spells and notes may be entered below.

42. POSSESSIONS: all belongings must be recorded in one or more of the following lists. Very large articles (e.g. ships, carts, palanquins), stored items (e.g. extra suits of armour), immoveable property (e.g. land, houses), and the like are recorded in List IV. Encumbrance costs (abbreviated "EC") should be included wherever relevant. A notation of the location of the article (how it is worn or carried: e.g. "In backpack") should also be made.

<u>LIST I</u>	<u>LIST II</u>	<u>LIST III</u>	<u>LIST IV</u>
<u>Daily wear</u>	<u>Travelling</u>	<u>Adventure/combat</u>	<u>Not carried: stored, etc.</u>
<u>Article</u> <u>EC</u>	<u>Article</u> <u>EC</u>	<u>Article</u> <u>EC</u>	<u>EC</u>

43. PERSONNEL: slaves and retainers are entered below, either by name or by occupation (or both); e.g. "5 cooks," or "Guardman: Artú hiKársha." If these people are to play a part in combat or in other areas of the character's life, some of their statistics must be rolled up and entered on Character Record Sheets of their own.

RETAINERS

SLAVES

44. NOTES AND MISCELLANEOUS:

45. Background: insert any details provided by the referee concerning the character's previous life: e.g. studies, clan attitudes, jobs held, military service, etc. It is also useful and interesting to keep a diary (with dates) of the character's activities after the game begins.

46. Home locale type _____ 47. Family/lineage status _____

48. Family wealth group _____ 49. Current family wealth in *Káitars* _____

50. Family members: parents. Separate sheets may have to be prepared for these persons if they play an active rôle in the game.

1. Mother(s) (Sec. 1.510):

a. Name _____	Age _____	d. Name _____	Age _____
b. Name _____	Age _____	e. Name _____	Age _____
c. Name _____	Age _____	f. Name _____	Age _____

2. Father(s) (Sec. 1.510):

a. Name _____	Age _____	d. Name _____	Age _____
b. Name _____	Age _____	e. Name _____	Age _____
c. Name _____	Age _____	f. Name _____	Age _____

51. Family members: siblings:

1. Name _____	Age _____	Sex _____	6. Name _____	Age _____	Sex _____
2. Name _____	Age _____	Sex _____	7. Name _____	Age _____	Sex _____
3. Name _____	Age _____	Sex _____	8. Name _____	Age _____	Sex _____
4. Name _____	Age _____	Sex _____	9. Name _____	Age _____	Sex _____
5. Name _____	Age _____	Sex _____	10. Name _____	Age _____	Sex _____

52. Family members: other important relatives:

1. Name _____	Age _____	Sex _____	Relationship _____
2. Name _____	Age _____	Sex _____	Relationship _____
3. Name _____	Age _____	Sex _____	Relationship _____

53. Family members: spouses:

1. Name _____	Age _____	Clan _____	Aridáni _____
2. Name _____	Age _____	Clan _____	Aridáni _____
3. Name _____	Age _____	Clan _____	Aridáni _____
4. Name _____	Age _____	Clan _____	Aridáni _____
5. Name _____	Age _____	Clan _____	Aridáni _____

54. Family members: children:

1. Name _____	Age _____	Sex _____	6. Name _____	Age _____	Sex _____
2. Name _____	Age _____	Sex _____	7. Name _____	Age _____	Sex _____
3. Name _____	Age _____	Sex _____	8. Name _____	Age _____	Sex _____
4. Name _____	Age _____	Sex _____	9. Name _____	Age _____	Sex _____
5. Name _____	Age _____	Sex _____	10. Name _____	Age _____	Sex _____

The present locations of one's family and relatives can be arbitrarily established by the player and the referee, and notes should then be made after their names on these sheets.

INCOME/EXPENDITURE DETERMINATION:

Income and expenditures are rolled for at the end of each game month. This sheet is meant to help organise this process.

INCOME:

1. Profession(s) through which one earns one's living _____
2. Monthly salary in Tsolyáni Káitars _____; OR income from a variable profession (e.g. a shop) for the current month.
3. Investment income during the month _____ 4. Clan allowance _____
5. Inducements (If income exceeds payments for the month) _____
6. Other income _____. This may include treasure finds, battle loot, sales, rentals, interest on loans, etc. These items are noted on a separate sheet, and only their total need be inserted here at the end of the game month.
7. Total monthly gross income _____

EXPENDITURES:

8. Current life-style _____ 9. Modifier for dependants _____
10. Percentage of income spent for daily living during the month _____
11. Amount of income spent for daily living (line 10 x line 7) _____
12. Wages paid to retainers during the month (from line 43 in the Character Record Sheet). Do not forget to include amounts paid to tutors. _____
13. Upkeep of slaves (from line 43 in the Character Record Sheet) _____
14. Taxes paid during the month _____
15. Other expenditures _____. This may include gifts, tips, bequests, fines, purchases, rentals, interest paid, etc. These items are recorded on a sheet during the month and only the total is inserted here.
16. Losses through business failure (cf. line 2, above) _____
17. Losses through poor investments (cf. line 3, above) _____
18. Inducements (if items paid out exceed those received; cf. line 5, above) _____
19. Total expenditures for the month _____
20. TOTAL NET INCOME/LOSS FOR THE MONTH (line 7 minus line 19) _____. This amount is added to or subtracted from line 20 on the Character Record Sheet.

PROMOTION/DEMOTION:

Whenever a character attains a new skill level (or the relevant skill level if a soldier) in a "ranked skill" (Official, Priest, or Soldier), he/she may take a promotion check. The relevant tables are given in Sec. 2.431.

MODIFIERS:

1. Modifier for age _____ 2. Modifier for Comeliness _____ 3. Modifier for Charisma _____
4. Modifier for clan/lineage status and family wealth _____
5. Modifiers for useful auxiliary skills:

a. Skill 1: level _____: modifier _____	f. Skill 6: level _____: modifier _____
b. Skill 2: level _____: modifier _____	g. Skill 7: level _____: modifier _____
c. Skill 3: level _____: modifier _____	h. Skill 8: level _____: modifier _____
d. Skill 4: level _____: modifier _____	i. Skill 9: level _____: modifier _____
e. Skill 5: level _____: modifier _____	j. Skill 10: level _____: modifier _____
6. Amount of "Inducements" given for the promotion _____: modifier _____
7. Influence and political manouvering: modifier _____
8. Rivals: number of rivals for the post _____: modifier _____
9. Public honours or dishonours: modifier _____
10. TOTAL MODIFIERS _____
11. Dice score: _____ ± modifiers: modified score _____
12. Promotion granted _____ New status _____ Passed over _____
Demoted _____ New status _____ Dismissed _____