

eldritch

ROLE-PLAYING SYSTEM

Character Name:

Race:

Gender:

Age:

Occupation:

Description:

Total Points	Ability	Specialization	Mastery
	Artistry -R	>	>
	Agility *	>	>
	Animal Handling	>	>
	Appraisal	>	>
	Arcanum -R * ‡	>	>
	Augury	>	>
	Climbing	>	>
	Coercion -R	>	>
	Handicraft	>	>
	Endurance *	>	>
	Feat of Strength	>	>
	Healing -R	>	>
	History	>	>
	Investigation	>	>
	Knowledge	>	>
	Melee Weapons * ‡	>	>
	Ranged Weapons ‡	>	>
	Reflexes *	>	>
	Resistance *	>	>
	Scouting R	>	>
	Scrutiny	>	>
	Skulduggery	>	>
	Speed *	>	>
	Stealth	>	>
	Survival	>	>
	Thievery -R	>	>
	Unarmed Combat * ‡	>	>
	Willpower *	>	>
		>	>
		>	>
		>	>
		>	>
		>	>
		>	>

-R = Restricted Ability * May contribute to a Defense Pool ‡ Contributes to Potential-Harm

Advantages

Disadvantages

Equipment

Experience

Victory Points:

RP Points:

Excess Points:

Unspent Points:

Level:

Active Defense

Weaponry

- Weapons
- Specializations
- Masteries

- Melee
- Unarmed

Evade

- Reflexes
- Agility

- Melee
- Ranged
- Unarmed

Dodge

- Speed
- Agility

- Arcanum
- Ranged

Deflect

- Shield
- Magic
- Base Melee MRV

- Melee
- Ranged
- Unarmed

Passive Defense

Resilience

- Resistance x2
- Willpower
- Arcanum tree

- Arcanum
- Fatigue

Toughness

- Endurance x2
- Resistance

- Physical Harm

ARMOR

Shield

Weapon AOCs

Weapon	Ability	Specialization	Mastery	Harm Bonus	Initiative Bonus	Max Spic
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		>				>
		>				>
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