Swords and Glory CHARACTER RECORD SHEET

1. NAME_		2. SPE	CIES		3. SEX	
		IALITY				
5. CLAN NA	AME AND STATE	JS	6. RELIC			
		rus				
		9. BUILD				
11. STAMINA	Α	12. DEXTERITY_	13	INTELLIGENC	E	
		TRENGTH FACTOR _				
			CURRENT			
			MODIFIED			
		20. CHARIS				
		20.01761		The state of the s		
ZZ. LDOOM!	IONAL LLVLL		25. CONNENT V	VEALIN		
SKILLS: 24. SKILLS	COMPLETE	POINTS TOWARD	25. SUB-SKILLS	COMPLETE	POINTS TOWARD	
	LEVELS			LEVELS		
4			_ 4			
5			_ 5			
6			_ 6			
7			_ 7		-	
8			_ 8			
9			_ 9			
10			_ 10			
two are their	weapon compe	ssin, warrior, shaman and tences, while the sub	-skills of the latter a	re their spells;		
LANGUAGE	COMP	ETENCE LEVEL	LANGUAGE	COMPETER	ICE LEVEL	
	1					
			. 8			
4			9	_		

ADVENTURE ACTION STATISTICS:

Sec. 2.720 ff. This	saves looking	ACTION	DIFFICULTY L	EVEL AND	DICE SCORE	RANGE	S	
ADVENTURE EASY TEST			The state of the s	FICULT	VERY DIF		CHALLENGE	
Height-Build-Strength Endurance Resistance Dexterity Intelligence Intelligence-Dexterity								
29. RECOVERY ROLL: STAMINA FACTOR	copy the rele		from Sec. 2.72	22 (2). NO CHA	NGE 1° B	ETTER	2° WORSE	
30. COMELINESS/CH/	ARISMA ROLLS		the relevant lin			ORE RAN	GES	
COMELINESS/CHARIS	SMA FACTOR	VERY	POOR PO	UCCESS A	ND DICE SC		GES	
30. COMELINESS/CHARIS	SMA FACTOR	VERY	POOR PO	UCCESS A	ND DICE SC			
COMELINESS/CHARIS CM CH COMBAT: 31. WEAPONS Weapon 1 2	Total combat	VERY	POOR PO	UCCESS A	ERAGE G	Skill modifier		
COMELINESS/CHARIS CM CH COMBAT: 31. WEAPONS Weapon 1 2 3 4 5 6 6	Total combat	Length	DEGREE OF SI	Height-B	ERAGE G	Skill modifier	EXCELLENT	
COMELINESS/CHARIS CM CH COMBAT: 31. WEAPONS Weapon 1 2 3 4 5	Total combat	Length	DEGREE OF SI	Height-B	ERAGE G	Skill modifier	EXCELLENT	

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

			RANGES	
WEAPON		short	medium	long
1	Range:			
	Score to hit:			
2	3			
	Score to hit:			
3				
	Score to hit:			
4				
	Score to hit:			
5	Range: Score to hit:			-
	Score to mit.			_
				-
33. SIZE OF SHIELD				
36. DEGREE OF ARMOU	JR COVERAGE	37. MATERIAL	_ 38. ARMOUR PRO	TECTION VALUE
others. 5. Soldier bonus: +1 for added to all Combat TABLE:	or each complete 4	levels (i.e. not sub	o-skill levels) in the s	n one sub-category to
Factor		Weapon 1	Weapon 2 Weapon	3 Weapon 4 Weapon 5
Basic physical Combat	Value			
Sub-skill levels				
Melee weapons expertis				
Missile weapons expert Soldier skill bonus	ise bonus			
TOTAL COMBAT VALUE	ES			
				Other Other
			714	melee missile
Factor		Weapon 6	weapon / weapon	8 weapons weapons
Basic physical Combat	Value			
Sub-skill levels		-		
Melee weapons expertis				
Missile weapons expert Soldier skill bonus	ise bollus			
TOTAL COMBAT VALUE	ES			

SORCERY:

39. TOTAL SPELL	CASTING POIN	TS	40. CURRENT POINTS			
41. SPELLS KNO	WN:					
1. NO NAM	E					P/R
			DURATION			
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
						2 - 10 - 14 - 25 - 2
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	_ CIRCLE	RANGE	DURATION	SP	_ MR	PT
AG/NAG	CIRCLE	RANGE	DURATION	SP	MR	PT
AG/NAG	CIRCLE	RANGE	DURATION	SP		_

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.

Daily wear		LIST II Travelling		LIST III Adventure/combat		LIST IV Not carried: stored, etc.	

43. PERSONNEL: slaves and retainers are entered below, either by name or by occupation (or both): e.g. "5 cooks," or "Guardsman: 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					
		49. Current family wealth in Káitars					
50. Family members: parents. Se							
active rôle in the game.		**************************************			ALE PLOOPED NOW		
1. Mother(s) (Sec. 1.510):							
a. Nameb. Name		Age	d. Name		Age		
		Age	e. Name				
c. Name		Age	_ f. Name		_ Age		
2. Father(s) (Sec. 1.510):		7 or 5 or					
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		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 impo	rtant rela	tives:					
1. Name	_ Age	Sex	_ Relationship				
2. Name	_ Age	Sex	_ Relationship				
3. Name	_ Age	Sex	_ Relationship				
53. Family members: spouses:							
1. Name							
2. Name							
3. Name							
4. Name		Age	Clan	A	ridáni		
5. Name		_ Age_	Clan		Aridáni		
54. Family members: children:							
1. Name	_ Age	Sex	_ 6. Name				
2. Name		Sex			Sex		
3. Name		Sex		the state of the s	Sex		
4. Name	_ Age	Sex	_ 9. Name		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 in current month.	scome 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 ri	nonth)
6. Other income This may include treasu	re finds, battle loot, sales, rentals, interest on loans,
oto Those items are noted on a senarate sheet and	d only their total need be inserted here at the end of
	2011y their total need by mountage nerve at the size of
the game month. 7. Total monthly gross income	
7. Total monthly gross income	
EXPENDITURES:	- 4181 4
8. Current life-style 9. M	oditier for dependants
10. Percentage of income spent for daily living during	the month
11. Amount of income spent for daily living (line 10 x li	ne /)
12. Wages paid to retainers during the month (from line	
include amounts paid to tutors.	and Chantl
13. Upkeep of slaves (from line 43 in the Character Rec	ord Sneet)
14. Taxes paid during the month This	manufacture after the bequests fines purchases
15. Other expenditures Inis	d as a sheet during the month and only the total is
rentals, interest paid, etc. These items are recorded	d 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)	
17. Losses through poor investments (cf. line 3, above) 18. Inducements (if Items paid out exceed those receiv	
19. Total expenditures for the month	
20. TOTAL NET INCOME/LOSS FOR THE MONTH (line	
to or subtracted from line 20 on the Character Rec	
	ord order.
PROMOTION/DEMOTION:	
Whenever a character attains a new skill level (or th	
(Official, Priest, or Soldier), he/she may take a prom	otion check. The relevant tables are given in Sec.
2.431.	
MODIFIERS:	
1. Modifier for age 2. Modifier for Comeline	ess 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	
e. Skill 5: level: modifier	j. Skill 10: level: modifier
B. Amount of "Inducements" given for the promotion _	: modifier
7. Influence and political manouvering: modifier	
B. Rivals: number of rivals for the post	
9. Public honours or dishonours: modifier	
10. TOTAL MODIFIERS	
11. Dice score: ± modif	ilers: modified score
12. Promotion granted New status	
나는 마음이 되어난 생각이 없는 아이들이 얼마나 아내는 아이들이 얼마나 되었다. 그는	Dismissed