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| --- | --- |
| Character Information |  |
| Name | {CHAR\_NAME} |
| Age | {CHAR\_AGE} |
| Race | {RACE\_NAME} {SUB\_RACE\_NAME} |
| Culture | {CHAR\_CULTURE} |
| Class | {CHAR\_CLASS} |
| Occupation | {CHAR\_OCCUPATION} |
| Languages |  |
| Remarks {CHAR\_NOTES} | |

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| --- | --- | --- |
| Psysical |  | Body |
| Total Hit Points (HP) |  | *Left Right*  *Mark dominant hand* |
| Armor Points (PP) |  |
| * Head | {CHAR\_AP\_HEAD} |
| * Torso | {CHAR\_AP\_TORSO} |
| * Legs | {CHAR\_AP\_LEGS} |
| * Arms | {CHAR\_AP\_ARMS} |
| Remarks | |

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| --- | --- | --- |
| Spiritual/Mental |  | Soul |
| Alligned to Deity | {CHAR\_DEITY} | *Mark changes to the soul (SL-call)\** |
| Total Mana Points |  |
| Total ArcaneMana Points |  |
| Total Chaos Mana Points |  |
| Total Divinity Points |  |
| Remarks | |

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| Magical effects on person\*\* | Magical Items\*\*\* | Location (whenapplicable) |
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\*A damaged soul (25%, or more, not present in the body) has an additional effect: Magical healing (Elemental and Divine) only works on the part of your soul that is still left in your body. Therefore, if only threequarters (75%) of your soul is still in your body, magical healing only restores 75% of the HP it would normally restore (rounded down).

\*\*A maximum of 5 magical effects can be active on 1 person. This includes magical effects from items. Ask SL if you are unsure whether a certain magical item or spell counts as a magical effect.

\*\*\*Only one magicaleffect can be active on an item, on any given time.

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| Total Skill points |  |
| Race | Depending on the chosen race. Starting skill points for each race can be found in the race description in the Rulebook. |
| Additional (Background specific) | Optional, depending on chosen race specific starting skills. |
| Gained during events\* | 0 |
| Gained during Quests (Special/Evening)\* | 0 |
| Total | Use this number to buy skills from the Rulebook. |

\*Events = Standard 3 skill points; Special = Standard 2 skill points; Bar event = Standard 1 skill point.

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| Skill | Class | Cost | Divinity/Mana |
| Fill in skill name | Fill in skill class | Fill in skill point cost | Fill in Divinity/Mana obtained by skill |
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| Total |  | 0 | 0 |

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| Spells (Elemental/Divine) | Element/Deity | Cost |
| Fill in spell name | Fill in specific element/deity | Fill in skill point cost |
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|  |  | 0 |

*This list of events and quests is for your own administration (to track your skill points) and will therefore not be printed by Stichting Kederan.*

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| --- | --- | --- | --- |
| Event |  | Skill points | Present (X) |
| KXIV | Taming Territory | 3 |  |
| KXV | Conquering Krimmhild | 3 |  |
| KXVI | Toil and Trouble | 3 |  |
| KXVII | Portals of Power | 3 |  |
| KXVIII | Burning Borders | 3 |  |
| KXIXa | Silent Sacrifice | 2 |  |
| KXIXb | Reaper Reborn | 2 |  |
| KXX | A Chance to Change | 3 |  |
| KXXI | Desperate Doomsayer | 3 |  |
| KXXII | Friend or Foe | 3 |  |
| KXXIII | Bursting Bubbles | 3 |  |
| KXIV | Magical Monarchy | 3 |  |
| KXV | Shifting Sands | 3 |  |
| KXVI | Towering Town | 3 |  |
| KXVII | Giant Growth | 3 |  |
| KXVIII | Otherworldly Omens | 3 |  |
| KXIX | Project Preparations | 3 |  |
| KXXX | Waging War | 3 |  |
| KXXXI |  | 3 |  |

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| Quest |  | Skill points | Present (X) |
| KQXII-XVI | Forward to the Past t/m Sizzling Solstice | 10 Total |  |
| KQXVII | Nature Knows | 2 |  |
| KQXVIII | Merchants of Mysticism | 1 |  |
| KQXIX | Finding Faith | 2 |  |
| KQXX | Suddenly Sylms | 2 |  |
| KQXXI | Fragile Fortress | 2 |  |
| KQXXII | Thirsty Travelers | 1 |  |
| KQXXIII | Meeting Matches | 2 |  |
| KQXXIV | Hope for the Hopeless | 2 |  |
| KQXXV | Treacherous Twilight | 1 |  |
| KQXXVI | Dark Dreams | 2 |  |
| KQXXVII | Karel’s Quest | 2 |  |
| KQXXVIII | Tea Time | 1 |  |
| KQXXIX | Finding Food | 2 |  |
| KQXXX | Minutes to Midnight | 1 |  |