

The Elder Scrolls AMARANTH

An Unofficial Tabletop Role-Playing Game

Name: _____

Nature: _____

Player: _____

Demeanor: _____

Gold: _____

Concept: _____

Physical

Strength _____ ○○○○○
Endurance _____ ○○○○○
Agility _____ ○○○○○

Social

Charisma _____ Manipulation _____ Luck _____

Mental

Perception _____
Intelligence _____
Willpower _____

Talents

Athletics	<input type="radio"/>				
Awareness	<input type="radio"/>				
Block	<input type="radio"/>				
Brawl	<input type="radio"/>				
H.Armor	<input type="radio"/>				
L.Armor	<input type="radio"/>				
Magic	<input type="radio"/>				
Marksmanhp	<input type="radio"/>				
One-handed	<input type="radio"/>				
Stealth	<input type="radio"/>				
Streetwise	<input type="radio"/>				
Two-handed	<input type="radio"/>				

Skills

	Skills
Animal-ken	○○○○○
Axe	○○○○○
Blade	○○○○○
Bow	○○○○○
Crossbow	○○○○○
Etiquette	○○○○○
Hammer	○○○○○
Lockpicking	○○○○○
Pickpocketing	○○○○○
Smithing	○○○○○
Spear	○○○○○
Speechcraft	○○○○○

Knowledges

Knowledge	
Academics	○○○○○
Alchemy	○○○○○
Alteration	○○○○○
Conjuration	○○○○○
Destruction	○○○○○
Enchanting	○○○○○
Illusion	○○○○○
Lore	○○○○○
Medicine	○○○○○
Mysticism	○○○○○
Politics	○○○○○
Restoration	○○○○○

Spells

Backgrounds

— — — — — ○ ○ ○ ○ ○
— — — — — ○ ○ ○ ○ ○
— — — — — ○ ○ ○ ○ ○
— — — — — ○ ○ ○ ○ ○
— — — — — ○ ○ ○ ○ ○
— — — — — ○ ○ ○ ○ ○

Notes

Stamina

A grid of 40 empty square boxes arranged in 5 rows and 8 columns. The grid is outlined by a thick black border.

Magicka

A grid of 40 empty square boxes arranged in 5 rows and 8 columns. The boxes are outlined in black and have a light beige or cream color inside. They are evenly spaced both horizontally and vertically.

Damage

Bruised	_____	<input type="checkbox"/>
Hurt	_____	-1 <input type="checkbox"/>
Injured	_____	-1 <input type="checkbox"/>
Wounded	_____	-2 <input type="checkbox"/>
Mauled	_____	-2 <input type="checkbox"/>
Crippled	_____	-5 <input type="checkbox"/>
Incapacitated	_____	<input type="checkbox"/>

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Player: _____

Adventure: _____

◆ Merits ◆

Merit **Type** **Cost** **Flaw** **Type** **Bonus**

 Experience

Total: _____

Total spent: _____

Spent on: _____

❖ Derangements ❖

Combat

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

◆ Artifacts ◆

Item: _____ **Item:** _____

Power: _____ **Level:** _____ **Power:** _____ **Level:** _____

Item: **Item:**

Power: _____ Level: _____ Power: _____ Level: _____

Item: _____

Power: _____ **Level:** _____ **Power:** _____ **Level:** _____

Item: _____ **Item:** _____

Power: _____ Level: _____ Power: _____ Level: _____

Item: _____ **Item:** _____

Power: _____ Level: _____ Power: _____ Level: _____