

# The Elder Scrolls AMARANTH

An Unofficial Role-Playing Game  
Based on Storyteller

**Name:**

**Nature:**

**Race:**

**Player:**

**Demeanor:**

**Birthsign:**

**Gold:**

**Concept:**

**Chronicle:**

## Attributes

### Physical

Strength      0000000000  
Endurance    0000000000  
Agility       0000000000

### Social

Charisma      0000000000  
Manipulation   0000000000  
Luck           0000000000

### Mental

Perception    0000000000  
Intelligence   0000000000  
Willpower      0000000000

## Abilities

### Talents

Stealth        0000000000  
Athletics      0000000000  
Awareness    0000000000  
Block          0000000000  
Brawl          0000000000  
H. armor      0000000000  
L. armor      0000000000  
Marksman     0000000000  
One-hand      0000000000  
Streetwise    0000000000  
Two-hand     0000000000  
Magic          0000000000

### Skills

Animalken    0000000000  
Axe           0000000000  
Blade         0000000000  
Bow           0000000000  
Crossbow     0000000000  
Etiquette    0000000000  
Hammer       0000000000  
Pickpocket   0000000000  
Spear         0000000000  
Speechcraft   0000000000  
Armorer      0000000000  
Lockpick     0000000000

### Knowledges

Academics    0000000000  
Alchemy       0000000000  
Alteration    0000000000  
Conjuration   0000000000  
Destruction   0000000000  
Enchanting    0000000000  
Illusion       0000000000  
Medicine      0000000000  
Mysticism     0000000000  
Politics       0000000000  
Restoration   0000000000  
Lore           0000000000

## Advantages

### Spells

0000000000  
0000000000  
0000000000  
0000000000  
0000000000  
0000000000

### Backgrounds

0000000000  
0000000000  
0000000000  
0000000000  
0000000000  
0000000000

### Notes

### Stamina

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### Magicka

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### Damage

Bruised  
Hurt           - 1  
Injured        - 1  
Wounded       - 2  
Mauled        - 2  
Crippled       - 5  
Incapacitated



# Merits & Flaws

Merit                      Type                      Cost                      Flaw                      Type                      Bonus

## Experience                      Derangements

Total:  
Total Spent:  
Spent On:

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

Class: \_\_\_\_\_  
Rating: \_\_\_\_\_  
Penalty: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Artifacts

Item:		Item:	
Power:	Level:	Power:	Level:
Item:		Item:	
Power:	Level:	Power:	Level:
Item:		Item:	
Power:	Level:	Power:	Level:
Item:		Item:	
Power:	Level:	Power:	Level: