

The Elder Scrolls  
**AMARANTH**  
 An Unofficial Tabletop Role-Playing Game

Name: \_\_\_\_\_  
 Player: \_\_\_\_\_  
 Gold: \_\_\_\_\_

Nature: \_\_\_\_\_  
 Demeanor: \_\_\_\_\_  
 Concept: \_\_\_\_\_

Race: \_\_\_\_\_  
 Adventure: \_\_\_\_\_  
 Birthsign: \_\_\_\_\_

❖ Attributes ❖

Physical

Social

Mental

Strength \_\_\_\_\_  
 Endurance \_\_\_\_\_  
 Agility \_\_\_\_\_

Charisma \_\_\_\_\_  
 Manipulation \_\_\_\_\_  
 Luck \_\_\_\_\_

Perception \_\_\_\_\_  
 Intelligence \_\_\_\_\_  
 Willpower \_\_\_\_\_

Talents

Athletics \_\_\_\_\_  
 Awareness \_\_\_\_\_  
 Block \_\_\_\_\_  
 Brawl \_\_\_\_\_  
 H.Armor \_\_\_\_\_  
 L.Armor \_\_\_\_\_  
 Magic \_\_\_\_\_  
 Marksmanship \_\_\_\_\_  
 One-handed \_\_\_\_\_  
 Stealth \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 Two-handed \_\_\_\_\_

Animal-ken \_\_\_\_\_  
 Axe \_\_\_\_\_  
 Blade \_\_\_\_\_  
 Bow \_\_\_\_\_  
 Crossbow \_\_\_\_\_  
 Etiquette \_\_\_\_\_  
 Hammer \_\_\_\_\_  
 Lockpicking \_\_\_\_\_  
 Pickpocketing \_\_\_\_\_  
 Smithing \_\_\_\_\_  
 Spear \_\_\_\_\_  
 Speechcraft \_\_\_\_\_

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

❖ Abilities ❖

Skills

Knowledges

Spells

Backgrounds

Notes

❖ Stats ❖

Stamina

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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Name: \_\_\_\_\_

Player: \_\_\_\_\_

Adventure: \_\_\_\_\_

❖ Merits ❖

Merit

Type

Cost

Flaw

Type

Bonus

❖ Flaws ❖

❖ Experience ❖

Total: \_\_\_\_\_

Total spent: \_\_\_\_\_

Spent on: \_\_\_\_\_

❖ Derangements ❖

❖ Combat ❖

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

❖ Artifacts ❖

Item: \_\_\_\_\_

Power: \_\_\_\_\_

Level: \_\_\_\_\_