

The Elder Scrolls AMARANTH

An Unofficial Role-Playing Game
Based on Storyteller

Name:
Player:
Gold:

Nature:
Demeanor:
Concept:

Race:
Birthsign:
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
 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
 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
 0000000000

Advantages

Spells

0000000000
0000000000
0000000000
0000000000
0000000000
0000000000

Backgrounds

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Notes

Stamina

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Magicka

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Damage

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

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
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Experience

Total: _____

Total Spent: _____

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal	Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

Artifacts

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