

The Elder Scrolls
AMARANTH
 An Unofficial Role-Playing Game
 Based on Storyteller

Name:
 Player:
 Experience:

Nature:
 Demeanor:
 Concept:

Race:
 Birthsign:
 Chronicle:

Attributes

Physical

Social

Mental

Strength	oooooooooooo	Charisma	oooooooooooo	Perception	oooooooooooo
Endurance	oooooooooooo	Manipulation	oooooooooooo	Intelligence	oooooooooooo
Agility	oooooooooooo	Luck	oooooooooooo	Willpower	oooooooooooo

Abilities

Talents

Skills

Knowledges

Stealth	oooooooooooo	Animalken	oooooooooooo	Academics	oooooooooooo
Athletics	oooooooooooo	Axe	oooooooooooo	Alchemy	oooooooooooo
Awareness	oooooooooooo	Blade	oooooooooooo	Alteration	oooooooooooo
Block	oooooooooooo	Bow	oooooooooooo	Conjuration	oooooooooooo
Brawl	oooooooooooo	Crossbow	oooooooooooo	Destruction	oooooooooooo
H. armor	oooooooooooo	Etiquette	oooooooooooo	Enchanting	oooooooooooo
L. armor	oooooooooooo	Hammer	oooooooooooo	Illusion	oooooooooooo
Marksman	oooooooooooo	Pickpocket	oooooooooooo	Medicine	oooooooooooo
Onehand	oooooooooooo	Spear	oooooooooooo	Mysticism	oooooooooooo
Streetwise	oooooooooooo	Speechcraft	oooooooooooo	Politics	oooooooooooo
Two-hand	oooooooooooo	Armorer	oooooooooooo	Restoration	oooooooooooo
Magic	oooooooooooo	Lockpick	oooooooooooo	Lore	oooooooooooo

Advantages

Spells

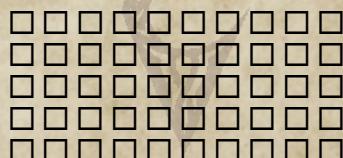
Backgrounds

oooooooooooo	oooooooooooo

Notes

Stamina

Damage



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



The Elder Scrolls
AMARANTH
 An Unofficial Role-Playing Game
 Based on Storyteller

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:
 Power:
 Item:
 Power:
 Item:
 Power:
 Item:
 Power:
 Item:
 Power:

Level:
 Level:
 Level:
 Level:
 Level:

Item:
 Power:
 Item:
 Power:
 Item:
 Power:
 Item:
 Power:

Level:
 Level:
 Level:
 Level:
 Level: