

The Elder Scrolls

AMARANTH

An Unofficial Tabletop Role-Playing Game

Name: _____
 Player: _____
 Gold: _____

Nature: _____
 Demeanor: _____
 Concept: _____

Race: _____
 Adventure: _____
 Birthsign: _____

Physical

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

Social

Charisma _____ ○○○○○
 Manipulation _____ ○○○○○
 Luck _____ ○○○○○

Mental

Perception _____ ○○○○○
 Intelligence _____ ○○○○○
 Willpower _____ ○○○○○

Talents

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

Skills

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

Knowledges

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

Advantages

Spells

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Backgrounds

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Stats

Stamina



Magicka



Notes

Damage

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

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Player: _____

Adventure: _____

❖ Merits ❖

Merit

Type

Cost

Flaw

Type

Bonus

_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

❖ Experience ❖

Total: _____

Total spent: _____

Spent on: _____

❖ Derangements ❖

❖ Combat ❖

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

❖ Artifacts ❖

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