MYFAROG Character Sheet

Character's Name:_____ Race:_____

Height: ___'___'' Size:_____ Character Role:_____

Age:____years (max:____) Sex ❑ ♀ ❑ ♂

Level:_____ Hamingja:_____ XP:_____

Attribute	Value		Modification
Charisma	_____	CHA _____	Cha
Constitution	_____	CON _____	Con
Dexterity	_____	DEX _____	Dex
Intelligence	_____	INT _____	Int
Strength	_____	STR _____	Str
Willpower	_____	WIL _____	Wil

Current Combat Statistics

OV (MÊ):_____

OV (MI):_____

DV (MÊ):_____

DV (MI):_____

Dodging (min +1):_____

MS penalty:_____

Shield DV (MÊ):_____

Shield DV (MI):_____

Resistance

Cold:_____

Electricity:_____

Disease:_____

Heat:_____

Poison:_____

(= Con + size + racial mod)

Condition

Tired	❑ -1 mod
Weary	❑ -2 mod
Exhausted	❑ -3 mod
Wet	❑ +0 mod
Soaking Wet	❑ -1 mod

Untrained, Trained & Character Role Skills

Skill (Modification)	U	T	CR	Type Mod	Skill (Modification)	U	T	CR	Type Mod
Acrobatics (Dex)	+0	❑	❑	MS ___	Perception (Int)	+0			SS ___
Acting (Cha)	-2	❑	❑	SS ___	Poetry (Int)	-5	❑	❑	SS ___
Alchemy (Int)	-5	❑	❑	SS ___	Religious Tradition (Cha)	-5	❑	❑	SS ___
Climbing (Dex)	+0	❑	❑	MS ___	Riding (Dex)	-5	❑	❑	MS ___
Crafts (Int)	-5	❑	❑	SS ___	Rune Lore (Int)	-5	❑	❑	SS ___
Dancing (Dex)	-2	❑	❑	MS ___	Seamanship (Int)	-5	❑	❑	SS ___
Dodging (Dex)	+0			CS ___	Singing (Int)	-5	❑	❑	SS ___
Flute Playing (Int)	-5	❑	❑	SS ___	Social Skills (Cha)	-2	❑	❑	SS ___
Foraging (Int)	-2	❑	❑	SS ___	Stamina (8 + Con)	+0	❑	❑	SS ___
Fortitude (Wil)	+0	❑	❑	SS ___	Stealth (Dex)	+0	❑	❑	MS ___
Healing (Int)	-5	❑	❑	SS ___	Swimming (Con)	-5	❑	❑	MS ___
Lyre Playing (Int)	-5	❑	❑	SS ___	Tempo* (40 + [5 * Str])	+0			MS ___
Mechanics (Dex)	-5	❑	❑	SS ___	*30 instead of 40 for Dwarves, Gnomes & Halflings				
Mêlée (Str)	-2	❑	❑	CS ___	Tracking (Int)	-2	❑	❑	SS ___
Missile (Dex)	-2	❑	❑	CS ___	Trickery (Dex)	-2	❑	❑	SS ___
Navigation (Int)	-2	❑	❑	SS ___	World Lore (Int)	-5	❑	❑	SS ___

Character Role skills mod (= Level * ½) (max +5):_____

Trained skills mod (= Level * ¼) (max +4):_____

Stamina Points (SP):	Health Points (HP):
(= 8 + Racial mod + Con + Level mod)	(= CON + Str + Size + Level mod)
Level mod: 0❑ ¼❑ ½❑	Level mod: 1❑ 2❑ 3❑
Spent SP:	HP lost:

Encumbrance	MS
Light Load (STR * 4 lbs)	❑ +0 mod
Medium Load (STR * 8 lbs)	❑ -1 mod
Heavy Load (STR * 12 lbs)	❑ -3 mod

❑ ½ of all HP lost (Seriously Injured)
-1 mod to all skills. Can not dash or sprint

❑ ¾ of all HP lost (Severely injured)
-3 mod to all skills. Can not fly, run or sneak either

Morale	
Nervous	❑ -1 mod
Afraid	❑ -2 mod
Fearful	❑ -3 mod
Terrified	❑ -4 mod
Panic	❑ +1 mod

Minutes left:

Notes (birthday, special abilities, languages CR advantages, Favourite Deities, known spells, talents, etc.):_____

MYFAROG Equipment Sheet

Belt ❑	Pouch (in belt) (32 oz) ❑	(On Shoulders)	Quiver ❑
R_____	_____	R_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
L_____	_____	L_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Backpack (54 lbs/1728 oz) ❑	Sack (on shoulder) (27 lbs/864 oz) ❑
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Armour	MS mod	DV	Travelling SP
_____	_____	_____	_____

Shield		DV MÊ	DV MI	MS mod
Small	❑	+1	+2	(-1)_____
Medium	❑	+2	+3	(-2)_____
Large	❑	+2	+4	(-3)_____

Helmet (-1 Perception) DV +1 ❑

Current Total Weight Carried:

_____

_____

Mêlée Weapon	Notes	OV/DV	Damage	Min. Str	Cut/Shock
Unarmed	_____	-1 OV/-5 DV	1	-4	+6/+2
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____

Missile Weapon	Notes	OV/Base Range	Damage	Min. Str	Cut/Shock
_____	_____	_____/_____ /	_____	_____	_____/_____ /
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____
_____	_____	_____/_____	_____	_____	_____/_____

Clothes

_____
_____
_____
_____
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_____

Notes:_____

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