


MYFAROG Character Sheet

Character's Name: _____ Race: _____

Height: ____' ____" Size: _____ Character Role: _____

Age: ____ years (max: ____) Sex ♀ ♂ XP: _____

Level: _____ Hamingja: _____

Attribute	Value	Modification	Untrained, Trained & Character Role Skills									
Charisma	_____	CHA _____ Cha	Skill (Modification)	U	T	CR	Type Mod	Skill (Modification)	U	T	CR	Type Mod
Constitution	_____	CON _____ Con	Acrobatics (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS _____	Perception (Int)	+0			SS _____
Dexterity	_____	DEX _____ Dex	Acting (Cha)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Poetry (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
Intelligence	_____	INT _____ Int	Alchemy (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Religious Tradition (Cha)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
Strength	_____	STR _____ Str	Climbing (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS _____	Riding (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	MS _____
Willpower	_____	WIL _____ Wil	Crafts (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Rune Lore (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
Current Combat Statistics			Resistance									
OV (MÊ): _____	Cold: _____		Dodging (Dex)	+0			CS _____	Singing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
OV (MI): _____	Electricity: _____		Flute Playing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Social Skills (Cha)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
DV (MÊ): _____	Disease: _____		Foraging (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Stamina (8 + Con)	+0	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
DV (MI): _____	Heat: _____		Fortitude (Wil)	+0	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Stealth (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS _____
Dodging (min +1): _____	Poison: _____		Healing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Swimming (Con)	-5	<input type="checkbox"/>	<input type="checkbox"/>	MS _____
MS penalty: _____	(= Con + size + racial mod)		Lyre Playing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	Tempo* (40 + [5 * Str])	+0			MS _____
Shield DV (MÊ): _____	Condition		Mechanics (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	*30 instead of 40 for Dwarves, Gnomes & Halflings				
Shield DV (MI): _____	Tired	<input type="checkbox"/> -1 mod	Mélee (Str)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS _____	Tracking (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
	Weary	<input type="checkbox"/> -2 mod	Missile (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS _____	Trickery (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
	Exhausted	<input type="checkbox"/> -3 mod	Navigation (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS _____	World Lore (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS _____
	Wet	<input type="checkbox"/> +0 mod	Character Role skills mod (= Level * ½) (max +5): _____									
	Soaking Wet	<input type="checkbox"/> -1 mod	Trained skills mod (= Level * ¼) (max +4): _____									

Stamina Points (SP):	Health Points (HP):	Encumbrance	MS	Morale
(= 8 + Racial mod + Con + Level mod)	(= CON + Str + Size + Level mod)	Light Load (STR * 4 lbs) <input type="checkbox"/> +0 mod		Nervous <input type="checkbox"/> -1 mod
Level mod: 0 <input type="checkbox"/> ¼ <input type="checkbox"/> ½ <input type="checkbox"/>	Level mod: 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/>	Medium Load (STR * 8 lbs) <input type="checkbox"/> -1 mod		Afraid <input type="checkbox"/> -2 mod
Spent SP:	HP lost:	Heavy Load (STR * 12 lbs) <input type="checkbox"/> -3 mod		Fearful <input type="checkbox"/> -3 mod
		<input type="checkbox"/> ½ of all HP lost (Seriously Injured)		Terrified <input type="checkbox"/> -4 mod
		-1 mod to all skills. Can not dash or sprint		Panic <input type="checkbox"/> +1 mod
		<input type="checkbox"/> ¾ of all HP lost (Severely injured)		Minutes left: _____
		-3 mod to all skills. Can not fly, run or sneak either		

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

MYFAROG Equipment Sheet

Belt <input type="checkbox"/>	Pouch (in belt) (32 oz) <input type="checkbox"/>	(On Shoulders)	Quiver <input type="checkbox"/>
R _____	_____	R _____	_____
_____	_____	_____	_____
L _____	_____	L _____	_____
_____	_____	_____	_____

Backpack (54 lbs/1728 oz) <input type="checkbox"/>	Sack (on shoulder) (27 lbs/864 oz) <input type="checkbox"/>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Armour	MS mod	DV	Travelling SP
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Shield	DV MÊ	DV MI	MS mod	Helmet (-1 Perception & Missile) DV +1 <input type="checkbox"/>
Small <input type="checkbox"/>	+1	+2	(-1)_____	Current Total Weight Carried: _____
Medium <input type="checkbox"/>	+2	+3	(-2)_____	
Large <input type="checkbox"/>	+2	+4	(-3)_____	

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

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

Clothes	Notes: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____