



REDELF WORLD

Core Rules

CHARACTER SHEET

IDENTITY *who you are in Eldervane and RedelfWorld*

NAME _____ _____	PLAYER _____ _____	ANCESTRY _____ _____	AGE _____ _____
PROFESSION / ARCHETYPE _____ _____	ORIGIN / HOMELAND _____ _____	CONCEPT _____ _____	FACTION / AFFILIATION _____ _____

ATTRIBUTES & QUICK VALUES *1D20 + skill + attribute*

STR _____ Strength	AGI _____ Agility	END _____ Endurance	BP _____ Init	VP _____ Move	FP _____ Load	_____ DR
INT _____ Intelligence	WIL _____ Willpower	CHA _____ Charisma				

SKILLS *rank 0-5 • starting cap normally 3*

DEFENSE	RANK	ATTACK	RANK	EVASION	RANK
Shield Use	____	Melee (one-handed)	____	Acrobatics	____
Weapon Parry	____	Melee (two-handed)	____	Reflex	____
Resistance	____	Ranged Weapons	____	Stealth	____
Mental Fortitude	____	Unarmed Combat	____	Hide	____
Protect Ally	____	Magical Attack	____	Escape Tactics	____
		Tactical Maneuver	____		

KNOWLEDGE & SOCIAL	RANK	KNOWLEDGE & SOCIAL	RANK
Crafting	____	Lockpicking	____
Alchemy	____	Trap Handling	____
Magic Knowledge	____	Acting	____
Eloquence	____	Navigation	____
Trade	____	Survival	____
Intuition	____	Music & Art	____
History & Culture	____	Liturgy (holy)	____
Read & Write	____	Other: _____	____

COMBAT *1 main action • movement • 1 reaction per round*

WEAPON	SKILL	ATTR.	BONUS	DAMAGE	SPECIAL
_____ _____ _____	_____ _____ _____	_____ _____ _____	+_____ +_____ +_____ +_____	_____ _____ _____ _____	_____ _____ _____ _____

ARMOR _____	ARMOR DR -____	SHIELD -1 / reaction	CONDITION _____	BLEEDING Yes / No level ____
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WOUNDS & NOTES

_____ _____ _____	_____ _____ _____
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CHARACTER & MOTIVATION *Drive • Bond • Limit*

DRIVE / GOAL <i>What keeps you going?</i> _____ _____	BONDS <i>Who or what binds you?</i> _____ _____	LIMITATIONS <i>0-2 optional limits</i> _____ _____
ANCESTRY TALENT <i>Your ancestry's special trait</i> _____ _____	GENERAL TALENT <i>Your chosen talent</i> _____ _____	SIGNATURE ITEM <i>The item that carries your story</i> _____ _____

MAGIC, MIRACLES & ABILITIES *sustained effects bind FP*

SPELL / MIRACLE	FP	ACTION	RANGE	DUR.	EFFECT / EM
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

FP MAX _____	FP CUR. _____	HOLY MAX _____	HOLY CUR. _____	BOUND _____	MAGIC KNOW. _____	LITURGY _____
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EQUIPMENT & LOAD *items use Slots according to the core rules*

ITEM	SLOTS	QTY	NOTES / EFFECT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SLOTS MAX _____	SLOTS USED _____	SILVER _____	OTHER CURRENCY _____	RATIONS _____	AMMO / DOSES _____
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RELATIONS, REPUTATION & FACTIONS *FRP = faction/reputation influence*

PERSON / FACTION	FRP	RELATION / DEBT / PROMISE
_____	_____	_____
_____	_____	_____
_____	_____	_____

ADVANCEMENT & CAMPAIGN

KPG Current: _____ Total: _____	NEXT ADVANCEMENT Skill / attribute / ability: _____	CAMPAIGN NOTES _____ _____
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QUICK RULES *at the table*

CORE ROLL 1D20 + skill + attribute vs TN	EFFECT MARGIN Every +5 over TN = 1 EM step	COMBAT ROUND Initiative 1D20 + AGI • main action • movement • reaction
BP 3 + END • real wounds heal slowly	VP 10 + (END x 2) + STR • faster recovery	LOAD Slots = STR + END + 4