Lost Roads of Lociam

Player _____
Character _____
People Second
Race _____
Social Status _____

Age _____
Education _____ Passed? (__)
Religion _____
Sword-hand _____
Magical Talent _____

	Value	Easy	Normal	Difficult	Critical
STR	_____	_____	_____	_____	_____
DEX	_____	_____	_____	_____	_____
SPD	_____	_____	_____	_____	_____
CON	_____	_____	_____	_____	_____
WIS	_____	_____	_____	_____	_____
PER	_____	_____	_____	_____	_____
CHA	_____	_____	_____	_____	_____
MAN	_____	_____	_____	_____	_____

Alertness Critical_____ Difficult _____ Easy _____
Carry _____ (see Equipment-sheet)
Damage-mod _____ (add to AS)
Initiative _____ (add to 1D10)
Movement _____

Common Sense _____
Memory _____
Karma _____ (add to 2D10 to beat 20+)
C _____ D _____ I _____ A _____

Health _____ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
# of wounds _____ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
Cool _____ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒
❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒

(Add lost Cool to all skill-, Attributes- and Alertness-rolls. Reduce Initiative and Movement with lost Cool/5)

Sway _____ Current _____

Fathom-level _____
General roll _____ (MANx10 meters)
Focused roll _____ (MANx2, MAN/2 m)
Searching roll _____ (MAN x100 meters)

Skills	**%**	**Exp**
Activity	_____	_____
Camouflage	_____	_____
First Aid	_____	_____
Hide	_____	_____
Ride	_____	_____
Search	_____	_____
Sneak	_____	_____
Swimming	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
Brawl	_____	_____
Evade	_____	_____
Dodge	_____	_____

Lower Magic	**Magnitude**	**Fail**	**Sway**
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Knowledges

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Bonus Experience-points _____
Finger-points _____

Appearance _____
_____
_____
_____

Language-notes: Related words
_____
_____

Special abilities _____
_____

Lost Roads of Lociam

Melee-weapons

Name	AS	DS	Pain	Class	Enc	Notes

Ranged weapons

Name	AS	Pain	Class	Range	Enc	Notes

Armor	H	S	C	O	Roll	Sus	Enc

Shield	DS	Sus	Enc

Container
Type:_____ Enc:_____ Holds:_____
Contents
_____
_____
_____
_____
_____
_____

Container
Type:_____ Enc:_____ Holds:_____
Contents
_____
_____
_____
_____
_____
_____
_____

Money
Platina _____ Gold _____
Silver _____ Bronze _____
Copper _____ Tin _____
Other currencies _____
_____

Other equipment
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Clothes
_____
_____
_____
_____
_____
_____

Carry: _____
Carry used: _____ **Current mod:** _____

Carry used	**Modification** to Movement SPD-DEX-based skills
0-25%	±0
26-50%	+10 (-10% to Movement)
51-100%	+25 (-25% to Movement)
101-200%	+50 (-50% to Movement)
201-300%	+75 (-75% to Movement)
300+%	Can not move or act

Notes:

Lost Roads of Lociam

Personality

History

Date of birth

Place of birth

Name of parents

Brothers and sisters

Other family notes

Memory

Religion

God

Church

Priest

Chronicle

Date	Location	Event

Shield-crest of Heraldic sign

Character sketch

Lost Roads of Lociam

Arcane _____ % _____ Exp
Lore _____ Level

Sway _____
Current _____

Fathom-level _____
General roll _____ Range _____
Focused roll _____ Range/Width _____
Searching roll _____ Range _____
Schooled searching possible (__)

Lower magic

Form	Magnitude	Notes
Read magic runes	Seeing	_____
Sense might	Discovering	_____

Below is a list of all Lower magic a magician can potentially use. Remember that the cost is +1 point of Sway per use. The forms are listed by education. Courtesan (Co), Craftsman (Cr), Demon-hunter (DH), Healer (He), Leader (Le), Monk (Mo), Paladin (Pa), Pathfinder (PF), Priest (Pr), Sage (Sa), Thirf (Th) and Warrior (Wa).

Form	Education	Magnitude	Notes
Berserker	Wa	Underst.	_____
Bladelight	Wa	Look	_____
Blaze	Wa	Underst.	_____
Capture attention	Pr	Underst.	_____
Court-walk	Pa	Underst.	_____
Crush ill	Pa	Underst.	_____
Cure illness	He	Disc.	_____
Demon-cast	DH	Underst.	_____
Demon-face	DH	Underst.	_____
Demonname	DH	See	_____
Demonplace	DH	Underst.	_____
Dissipate	Co	See	_____
Ease pain	He	Look	_____
Evaluate	Cr	Look	_____
Find	Th	Look	_____
Find church	Mo	See	_____
Find church	Pr	See	_____
Find monk	Pr	Disc.	_____
Find offering	Mo	See	_____
Find paladin	Mo	Disc.	_____
Find paladin	Pr	Disc.	_____
Find priest	Mo	Disc.	_____
Find priest	Pa	Disc.	_____
Find sanctuary	Pa	See	_____
Firemaker	PF	Look	_____
Flagname	Sa	See	_____
Flash	Co	Look	_____
Food of the earth	PF	Disc.	_____
Glorify	Cr	Disc.	_____
Glory	Le	Underst.	_____
Guardpost	PF	Underst.	_____
Gust of wind	Th	See	_____
Heal break	He	Disc.	_____
Heal open wound	He	See	_____
Itch	Th	Underst.	_____
Judgement	Le	Underst.	_____
Jump	Co	Disc.	_____
Jump	Th	Disc.	_____
Light	Co	See	_____
Locate ill soul	Mo	Underst.	_____
Mend broken object	Cr	Disc.	_____
Might	Le	Disc.	_____
Might	Pr	Disc.	_____
Open/Close	Th	Disc.	_____
Pass through	Pa	Underst.	_____
Path-seer	PF	Underst.	_____
Peace	Cr	Disc.	_____
Peek	Th	Underst.	_____
Press	Cr	See	_____
Reading	Sa	Underst.	_____
Regenerate	He	Underst.	_____
Remove poison	He	Underst.	_____
Respect	Pa	Underst.	_____
Return of air	He	Underst.	_____
Righteous service	Mo	Look	_____
Search Collection	Sa	Disc.	_____
See ill	Pa	See	_____
Sense ill-thought	Le	Disc.	_____
Sense importance	Le	Disc.	_____
Sense lie	Le	Disc.	_____
Sense of traces	PF	Disc.	_____
Sense will	Pr	Underst.	_____
Shadow-walk	Th	Disc.	_____
Shielding chant	DH	Disc.	_____
Shine	Le	See	_____
Stonebreaker	Wa	Disc.	_____
Telekinesis	Co	Disc.	_____
Traceless	PF	Underst.	_____
Ventriloquism	Th	Underst.	_____
Voice-shift	Co	See	_____
Waterfind	PF	See	_____
Waterwalk	PF	Underst.	_____
Weaponflight	Wa	Disc.	_____
Weaponshine	Wa	See	_____
Weather-seer	PF	See	_____

Higher Magic

Spheres	%	Exp
_____	___	___
_____	___	___
_____	___	___

Commonly-used effects

Name	Drain	Type	Sphere
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____

Type is Thought, Spell, Rune or Ritual. Don't forget to alter the Drain as you gain more knowledge in Arcane