ABOREA®
Character Sheet

VERSION 8 · SHEET 1 / 2

CHARACTER NAME

PLAYER | **RACE** | **PROFESSION**

LEVEL

01 Progress

Tick each Level reached · EP from the Game Master

1 ☐	2 ☐	3 ☐	4 ☐	5 ☐	6 ☐	7 ☐	8 ☐	9 ☐	10 ☐	11 ☐	12 ☐	13 ☐	14 ☐	15 ☐	16 ☐	17 ☐	18 ☐	19 ☐	20 ☐
0	1,000	4,000	8,000	13,000	19,000	26,000	34,000	43,000	53,000	64,000	76,000	89,000	103,000	118,000	134,000	151,000	169,000	188,000	208,000

TOTAL EP | **UNUSED DP** | 8 DP per Level to spend | **DIVINE CHANCE** ○○○○○

02 Attributes

Start: 35 Creation Points · cost table in the rules

ST — STRENGTH (VALUE / BONUS)
Bonus + Weapons Rank = **CB**
Min. ST: weapons, armor

AG — AGILITY (VALUE / BONUS)
Bonus + Weapon INI = **Initiative**

CO — CONSTITUTION (VALUE / BONUS)
(Bonus + Prof. HP) × Level = **HP**
Regen. per day: Bonus + 1

IN — INTELLIGENCE (VALUE / BONUS)
Bonus for **Magic Points**

CH — CHARISMA (VALUE / BONUS)
Bonus for **Magic Points**

MP = (IN/CH Bonus + 3) × Rank MP Dev. · CH: Bard, Priest, Shaman

03 Skills

Total = value of the Ranks + Attribute Bonus

SKILL	COST	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL
Athletics		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Influence		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Aimed Spells		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Artistic		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Subterfuge		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Magic Point Dev.	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Outdoors		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Riding		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Swimming		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Spell List _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Spell List _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Spell List _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Weapons _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Weapons _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Weapons _____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Perception		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Knowledge _____		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Knowledge _____		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
Knowledge _____		○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	
_____	/	○	○	○	○	○	○○	○○	○○	○○	○○	○○○	○○○	

04 Core Values

HP HIT POINTS — BLEEDING
MAX | CURRENT
Regeneration per day: CO Bonus + 1 · Bleeding optional

AR ARMOR
Armor + Armor Bonus

05 Talents

TALENT	LEVEL

06 Weapons

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON	WEAPON GROUP	MIN. ST	INI	ATTRIBUTE	CB	KG	DAMAGE	SPECIAL

07 Armor

ARMOR TYPE	MIN. ST	ARMOR	MANEUVER	KG

08 Equipment

ITEM	KG	LOCATION	QTY
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐
			☐☐☐☐☐☐☐☐☐☐

09 Wealth

GF Gold Falcon | **TT** Trion Thaler | **CP** Copper Piece | **MU** Muena

10 Personal

Height | Age
Hair Color | Weight
Distinctive Features & Behavior
Notes

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SPELLS

CHARACTER NAME

VERSION 8
SHEET 2 / 2 · MAGIC

11 MAGIC

No magic? Simply leave out this sheet.

SPELL LIST	RANK

AIMED SPELLS

RANK

MP MAGIC POINTS

MAX | CURRENT

Regeneration per hour: Attribute Bonus + 1

12 SPELLS

Amplification and Improvement cost extra MP

1 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

2 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

3 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

4 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

5 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

6 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

7 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

8 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

9 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

10 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

11 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

12 SPELL | RANK | PAGE
EFFECT | DURATION
BEINGS | RANGE
DESCRIPTION
AMPLIFICATION: + ___ MP / + ___ MP
IMPROVEMENT: + ___ MP / + ___ MP
☐ aimed ☐ touch ☐ sight ☐ special

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