

PC CREATION DATE: _____
CAMPAIGN NAME: _____

MASTERS OF METAL & MAGIC

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CHARACTER SHEET
PAGE 1 OF 2

PLAYER NAME

SHIELD	
AV	DEFENSE
CP	MATERIAL

SHIELD TYPE

CHARACTER NAME:

SPECIE:

SPECIE OR CULTURAL PERKS & NOTES

HUMAN CULTURE

INITIATIVE

SURPRISE

DEFENSE

ARMOR VALUE

MAX SHIELD ARMOR

PROTECTIVE AURA:

CP ENDURANCE:

TOUGH HIDE:

THRESHOLD:

ARMOR TYPE & MATERIAL

LOCATION WOUNDS

L. ARM 5-6 R. ARM 7-8

L. LEG 1-2 R. LEG 3-4

(MARK DAMAGE LOCATIONS)

BANKED CP

SPENT CP

PRIMARY ASPECT

SECONDARY ASPECT

TERTIARY ASPECT

MOVE RATE

REPUTATION

WEAPON PROFICIENCIES - ATTACKS - MISSILE TRACKING

WEAPON OR ATTACK

CP

MODIFIER

DAMAGE

TYPE

AMOUNT

MISSILES

TYPE

USED/LOST

LIFE FORCE

1 BONUS

CURRENT

CP SPENT

CLF

ADVANTAGES

DESCRIPTION

CP

DISADVANTAGES

DESCRIPTION

CP BONUS

BITS

SILVER RINGS

GOLD RINGS

COINS

BANK
MONEY

SPELLS/EQUIPMENT/TRAPS

NOTES/RUNIC ITEMS or

READIED ELIXIRS/GRENADES

(20 ELIXIRS/10 GRENADES ON BANDOLIER)

SKILLS LEARNED

DESCRIPTION & # BOUGHT

CP

ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BOUGHT

CP

PROTECTIVE'S

SHROUD

WARD

CLOAK

RESIST

RESIST

STATUS EFFECTS

CYBERNETIC MODIFICATIONS: