SEIDR

CHARACTER _____ PLAYER _____ LEVEL _____

RACE _____ LANGUAGES _____ ANCHOR _____

ABILITIES

the number written is the bonus

Strength (STR)	Dexterity (DEX)	Endurance (END)

Intelligence (INT)	Wisdom (WIS)	Charisma (CHA)

SKILLS

		TOTAL		ABIL.		POINTS		MISC.
Acrobatics	DEX		=		+		+	
Craft	INT		=		+		+	
Magic Arts	WIS		=		+		+	
Athletics	STR		=		+		+	
Combat (melee)	STR		=		+		+	
Combat (ranged)	DEX		=		+		+	
Perception	WIS		=		+		+	
Stealth	DEX		=		+		+	
Animal Handling	CHA		=		+		+	
Eloquence	CHA		=		+		+	
Sleight of Hand	DEX		=		+		+	
Medicine	INT		=		+		+	
Navigation	INT		=		+		+	
Insight	WIS		=		+		+	
Lore	INT		=		+		+	
Survival	WIS		=		+		+	
Willpower	END		=		+		+	

QUICK REFERENCE

5 very easy · **10** easy · **15** average · **20** hard · **25** very hard · **30** extreme · **35** insurmountable

Circumstances **±2** · **±4** · **±6**

On the d20: **1** always fails and **20** always succeeds

Healing on the road: Medicine **15** restores **1d6** once per person and per scene

At 0: **1d20 − Doom** must reach **2**. Success: Doom +2

Each level: **+1** to the ceiling and one choice. Ability **+1** at levels **3** · **6** · **9** · **12**

LIFE

a night of rest restores them all

CURRENT / MAXIMUM

12 + (2 × Endurance). Each Endurance point gained adds 2.

DOOM

1 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18 19 **20**

an ordinary night **-2** · *under a roof with a hot meal* **-4** · *with a healer's help* **-6**.

ARMOR CLASS

No armor, or light: 10 + Dexterity + protection
Heavy armor: 10 + Endurance + protection

SAGA POINTS



1 Saga pt: reroll a die · shape the story · cheat death

WEAPONS

WEAPON	DAMAGE	NOTES

PROTECTION

PROTECTION	BONUS	EFFECT

ADVANTAGE AND DRAWBACK (RACE)

SPECIALTIES

a narrow case of a skill

	BONUS		BONUS

INVENTORY

MONEY

GOLD PIECES