
Race:

Profession:

Nickname:

Livelihood/Specialization:

Special Ability:

Special Item:

Negative Trait:

Home:

Family:

Friends:

Background:

MEAG Character Sheet

Character Name _____ Race _____ Profession _____
Hair _____ Eyes _____ Height _____ Weight _____ Encumbrance Limit _____ Alignment _____

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [] + NA + [] = []

Agility [] + NA + [] = []

Intelligence [] + NA + [] = []

Movement [] + NA + [] = []

Defense [] + NA + [] = []

Endurance [] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [] + [] + [] = []

Missile OB [] + [] + [] = []

General [] + [] + [] = []

Subterfuge [] + [] + [] = []

Perception [] + [] + [] = []

Magical [] + [] + [] = []

Specialization: _____

Special Ability: _____

Special Item: _____

Negative Trait: _____

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
[] [] [] [] = [] + []

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[] [X] [] [] [] [] [] [] [] [] [] []

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
_____	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	_____	[]	[]
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<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
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Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
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Coinage: _____ Encumbrance Limit: [] Totals: [] []

Spells Learned:

Sorcerer Spells []

- Analyze Item** [3] Cast on item, allows caster to know the special properties (if any) of item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to caster's Magical bonus. The success roll should be made secretly by GM.
- Concentration** [3] Gives a +2 bonus to the Perception of the target character for 10 minutes.
- Firebolt** [5] Missile Attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100'). Affects physical Undead, but does not affect Spirits. This spell causes light, flammable materials to ignite (e.g. cloth, thin wood, parchment, dry grass and leaves, lamp oil, etc.).
- Ice Arrow** [6] Missile Attack (RSA = [+2], AD = [2 x Magical Bonus], Range 100'). AD = (Magical Bonus) vs. physical Undead, but does not affect Spirits. AD = (3 x Magical Bonus) vs. creatures of a fiery nature.
- Light** [3] Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.
- Lightning** [5] Missile Attack [RSA = +3, AD = (Magical Bonus), Range 100']. If spell damage is more than ¼ of the target's original Endurance points, the target is Stunned (cannot attack or move) for [Magical Bonus] rounds. Note that some foes (e.g. Undead) may be resistant or immune to Stun effects.
- Mage Lock** [5] Seals a door or gate and adds [Magical Bonus] to the difficulty level to break it down by force, for one hour.
- Mage Shield** [4] On caster only, this spell doubles the caster's Magical Bonus for resisting hostile magic spells and adds the caster's normal Magical Bonus to his DB vs. spells that make a Missile Attack. Lasts for one day, or until one spell is successfully resisted/avoided.
- Shield** [4] This will increase the Defensive Bonus (DB) of the target character by +2 for six rounds.

Healer Spells []

- Calm** [4] Target is any living animal or humanoid being. If successful, the Calmed being will not attack caster, or those within 25' of caster, unless attacked itself. This will last as long as the caster is within sight of target and target is not attacked. Spell range is 100'.
- Charm Beast** [5] Cast on any normal animal (hostile or not), it will befriend caster and can be sent to fight caster's foes. The animal will remain with the caster until involved in one fight, then it will leave peacefully. The caster may only have one Charmed animal at a time. Range 50'.
- Grace** [3] Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.
- Healing** [4+X] Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.
- Rage** [4] This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.
- Shapeshift** [8] Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.
- Sleep** [6] If target is unaware of any foes (including caster), then spell will cause target to fall soundly asleep for 2D6+3 minutes (unless awakened by a very loud noise, deliberate shaking and/or taking Damage). Spell range is 50'.
- Speed** [4] The target character of this spell may perform two Actions per round for three rounds.
- Steady Aim** [4] Increases the target character's Missile OB by +2 for six rounds.
- Sustenance** [6] This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells []

- Blessing** [9] Target character gets +1 to his Defensive Bonus until a "U" or "K" result occurs against him. Then the spell converts the result to just damage (character goes to a maximum of Damage Taken = Endurance) and then ends. Caster cannot Bless himself.
- Bind** [16] Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of caster when cast. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage Point per hour until back in line or falls unconscious. This damage will not heal until he is obeying oath/curse. Oath/curse may not be structured to directly damage/kill any party to it.
- Ghostspear** [6] Missile attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100') that affects any (and only) Undead or Spirits. Target gets no Defensive Bonus from armor or shield vs. this spell.
- Intuition** [5] When confronted with two to five choices, and limited information, gives caster a feeling for which is the "best" choice (based on simple criteria stated by caster). Momentary spell (on caster only), gives a single flash of insight. The success roll is rolled by GM.
- Seek** [2] On caster only, this spell gives the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment. Subtract from the die roll if (material/item/object) held by caster is not an exact match for the target. The success roll to be rolled by GM.
- Shadow Sight** [2] Allows caster (only) to see beyond this world and perceive the spirit world, invisible objects/beings, and auras of all beings. Perception for seeing in the physical world is at -2, though. Duration is 1D3+2 minutes. An aura shows a being's health, emotional state, race and special state (animal form, cursed, etc.). A separate Magical skill roll (rolled by GM) tells how much caster learns from an aura.
- Spiritsafe** [4] On caster only, but all within 10' of caster take only ½ normal Endurance drain from Ghosts, Specters, Barrow-wights, Wraiths, etc. and resist Fear effects at +3. Duration is 1D3+1 hours.

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