

Earthdawn Character Sheet

William Arnold <ash@dragonpaw.org>

v5.00

General Info			Attributes					Combat Statistics								
Name: Jack			Physical	N	RM	LP	Total	Step/Dice	Physical Defense		7/18 (Shield:3)		D			
Player: Ash									Spell Defense		7/15			P		
Race: Obsidiman		Passion: None							Social Defense		6				C	
Sex: Male		Age: 125							Normal/Mystical Armor		8/1					
Height: 7'6"		Weight: 840							Willpower Armor Bonus		+1					W
Hair: None		Eyes: Grey	Movement Combat/Normal		25/50		D									
Discipline		Circle	Mental	N	RM	LP		Total	Step/Dice	Racial Move Modifier		-3		D		
Warrior		1								Perception		14 -1 -- 13 6 (d10)			D	
										Willpower		11 -- -- 11 5 (d8)				
										Charisma		11 -1 -- 10 5 (d8)				D
												Armor Init Penalty				

Karma

Current: 7	Max: 20	Cost: 10	Dice: d4
------------	---------	----------	----------

Step Table		Talents							
1	d4-2	Name	Rank	Base	Step & Dice	Disc?	Karma?	Strain	Action?
2	d4-1	Karma Ritual	2	n/a	n/a	No	No	0	n/a
3	d4	Acrobatic Strike	2	R+D	8 (2d6)	No	No	1	Yes
4	d6	Air Dance	3	R+D	9 (d8+d6)	No	No	1	No
5	d8	Melee Weapons	2	R+D	8 (2d6)	Yes	No	0	Yes
6	d10	Unarmed Combat	1	R+D	7 (d12)	Yes	No	0	No
7	d12	Wood Skin	0	R+T	--	Yes	No	1	No
8	2d6								
9	d8+d6								
10	d10+d6								
11	d10+d8								
12	2d10								
13	d12+d10								
14	d20+d4								
15	d20+d6								
16	d20+d8								
17	d20+d10								
18	d20+d12								
19	d20+2d6								
20	d20+d8+d6								
21	d20+d10+d6								
22	d20+d10+d8								
23	d20+2d10								
24	d20+d12+d10								
25	d20+d10+d8+d4								
26	d20+d10+d8+d6								
27	d20+d10+2d8								
		Weapons							
28	d20+2d10+d8	Weapon	Attack	Base	Damage	Range	Wt.	Sz.	
29	d20+d12+d10+d8	Battle Axe	8 (2d6)	S+6	15 (d20+d6)	n/a	5	4	
30	d20+d10+d8+2d6	Unarmed	7 (d12)	S	9 (d8+d6)	n/a	--	--	
31	d20+d10+2d8+d6								
32	d20+2d10+d8+d6								
33	d20+2d10+2d8								
34	d20+3d10+d8								
35	d20+d12+2d10+d8								
36	d20+d10+d8+d4								
37	d20+d10+d8+d6	Damage	Wounds	Unconscious Rating	Recovery Tests Daily				
38	d20+d10+2d8			29	3				
39	d20+2d10+d8	Blood Magic	Wound Threshold	Death Rating	Recovery Dice				
40	d20+d12+d10+d8	0	13	38	d10				

[illegible]