


# SWORD AND SORCERY SAGA

by John "The Gneech" Robey



Character Name (Player)		
Class/Levels	Experience Points	Fate Points
Race/Gender	Age/Description	Taint

ABILITIES	Score	Modifier
<b>STR</b> ENGTH	<input type="text"/>	<input type="text"/>
<b>DEX</b> TERITY	<input type="text"/>	<input type="text"/>
<b>CON</b> STITUTION	<input type="text"/>	<input type="text"/>
<b>INT</b> ELLIGENCE	<input type="text"/>	<input type="text"/>
<b>WIS</b> DOM	<input type="text"/>	<input type="text"/>
<b>CHA</b> RISMA	<input type="text"/>	<input type="text"/>

DAMAGE REDUCTION (TYPE)	
HIT POINTS	
Total	Current
DAMAGE THRESHOLD	
Fort Def.	+ Bonus = Threshold

COMBAT SKILL CHECKS	
Perception	Initiative
SPEED	
Base	Current
ATTACK BONUS	
BAB	+ STR Mod = Melee
BAB	+ DEX Mod = Ranged
Melee	+ Size Mod = Grapple

DEFENSE SCORES		Level OR	Armor	Class Bonus	Ability Mod	Misc. Modifier
<b>FORT</b> ITUDE	<input type="text"/> = 10	+	<input type="text"/>	<input type="text"/>	Con	<input type="text"/>
<b>REF</b> LEX	<input type="text"/> = 10	+	<input type="text"/>	<input type="text"/>	Dex	<input type="text"/>
<b>WILL</b> POWER	<input type="text"/> = 10	+	<input type="text"/>	<input type="text"/>	Wis	<input type="text"/>

ARMOR	
Type	
Ref Defense	DR/Type
Max. Dex	Speed
Shield	

WEAPON (Range Modifier: +0 / -2 / -5 / -10)						
Weapon	To-Hit	=	Attack Mod	+	Weapon Mod	
Range Inc.	Damage	+	Dmg Bonus	=	½ Level	+ Str Mod + Misc.
WEAPON (Range Modifier: +0 / -2 / -5 / -10)						
Weapon	To-Hit	=	Attack Mod	+	Weapon Mod	
Range Inc.	Damage	+	Dmg Bonus	=	½ Level	+ Str Mod + Misc.
WEAPON (Range Modifier: +0 / -2 / -5 / -10)						
Weapon	To-Hit	=	Attack Mod	+	Weapon Mod	
Range Inc.	Damage	+	Dmg Bonus	=	½ Level	+ Str Mod + Misc.

CONDITION	
<b>NORMAL</b> No modifiers.	+ 0
-1 To all Defenses, attacks, skill or ability checks.	- 1
-2 To all Defenses, attacks, skill or ability checks.	- 2
-5 To all Defenses, attacks, skill or ability checks.	- 5
-10 To all Defenses, attacks, skill or ability checks. Move at ½ Speed.	- 10
<b>HELPLESS</b> Unconscious or disabled.	n/a

