

# Your Character Name Here

Chronicle of Drase Template Version 1/11/2023

As of 1/11/2023, a major update is pending for the TTRPG’s Combat System. We recommend only filling out the Character Profile for Roleplay purpose due to GM shortage and unlikeliness of questing before the update drop

### Instructions:

- Copy this template by going to **File -> Make a Copy**
- Rename this template after your OC
- On Desktop. Enable document outline to easily navigate. **View -> Enable / Show Document Outline.**
- The character sheet, while usable on mobile, is designed for usage on desktop - especially the TTRPG portion.
- Delete instructions if you don’t need them - clean up the sheet and make it easier to read.
- Uses <https://www.chronicleofdrase.com/charbuilder> to help you with part of the character building (It doesn’t take into account talents yet)
- <https://handbook.chronicleofdrase.com/> for reference

## General Information

Name	Serious and proper name here
Age	>=18 <250
Gender	
Race	
Appearance	
Height	Optional - Metric preferred - or both imperial and metric. No mechanical effect. Stay within race range.
Weight	Same as above.
Culture	Optional - Pick one from <a href="https://chronicleofdrase.mywikis.wiki/wiki/Cultures_%26_Languages">https://chronicleofdrase.mywikis.wiki/wiki/Cultures %26 Languages</a> . Too much of a read? Leave it until later.
Religion	Optional - You can pick one from <a href="https://chronicleofdrase.mywikis.wiki/wiki/Faiths_of_Drase">https://chronicleofdrase.mywikis.wiki/wiki/Faiths of Drase</a> . Too much of a read? Leave it until later. You can choose to be Irreligious, Agnostic, Atheist or simply fill in “None” if your character is so.
Country of Origin	Optional - Pick one from <a href="https://chronicleofdrase.mywikis.wiki/wiki/History_and_Countries_of_Drase">https://chronicleofdrase.mywikis.wiki/wiki/History and Countries of Drase</a> Too much of a read? Fill in “Undecided”. Foreign lands or other dimensions are not allowed.
Languages	Silnarian, 1 More Languages of Choices (Optional). Pick from <a href="https://chronicleofdrase.mywikis.wiki/wiki/Cultures_%26_Languages">https://chronicleofdrase.mywikis.wiki/wiki/Cultures %26 Languages</a> . Put gm granted language fluency in brackets.
Job	

## Character Profile

### Background

One paragraph or more about your character’s background.

Things you can cover:

- Environment they grew up in (Urban? Rural? Warrior? Gentry? Merchant? Peasants? Are they literate? Bilingual?)
- Important events (A first contact with wealth? An education? A childhood loss? A desire to look for more? Migration?)
- What was their call to adventure (Wealth, ambitions, power, saving the world)

General guidelines:

- Your character may be optionally of minor nobility or of rich parentage, and / or holds a position as a squire, knight or similar minor nobility rank in their country - they will not gain a formal title without applying for it, but can roleplay as a person with said authority.

- Your character can not start in or about to inherit any significant positions of power defined as any profession giving them command over armed soldiers and state-derived authority (I.e. Captain of the Guard, part of a formal standing military (Knights OK, centurion not OK) or is in imminent position to inherit a great amount of wealth (They can be a plot-point later on). They cannot be an heir to any politically or commercially important position at or above that of a level of a barony.
- Your character can be formerly in a significant position of non-noble power, of a level equivalent to that of a Lieutenant if starting at Level 1, or equal to that of a Captain if starting at Level 3. This must be generic and must not be of lore importance (i.e a named location in lore) or exclusive if claimed (Generic Ex-Captain of Salvainian Army OK, Generic Captain of Salvainia City is too important / exclusive and not OK).

- Minimum requirement of 70 words

A good backstory - even snippets, help you think about how your character will act and react to the world around them.

Personality

You can write about your character’s personality here. We know it is hard - so it is optional or you can just use a short description and add on as the character develops.

== TTRPG Section Below ==

You can leave the following blank (Submitting it after the fact requires a resubmission) if you intend for your character to **never** participate in any quests and only do slice of life roleplay. Inventory systems and gaining great wealth will require you to fill in the TTRPG sheet and work your way up in the world.

General Info

<b>Name:</b>		<b>AC:</b>	0	<b>Max HP:</b>	10	<b>MR:</b>	0
<b>Race:</b>	Macen	<b>Speed:</b>	6 Tiles	<b>HP:</b>	0	<b>Magic:</b>	0
<b>Exp:</b>	0	<b>Max Focus:</b>	0	<b>Temp HP:</b>	0	<b>Contract:</b>	0
<b>Level:</b>	1	<b>Focus:</b>	0	<b>Plays:</b>	0	<b>Max Mana:</b>	0
<b>Size:</b>	1					<b>Mana:</b>	0
<b>Basic Class:</b>		<b>Advanced Class:</b>		<b>Master Class:</b>		<b>Level Bonus:</b>	1

<b>Armor:</b>	Clothing (+0)	<b>Shield:</b>	None (+0)
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Ability Score	Base	Initial ASI	ASI	Total	Mod
Power	8				-1
Finesse	8				-1
Endurance	8				-1
Intelligence	8				-1
Will	8				-1

You start with 19 initial ASI, and none of them may exceed **8** in the **Initial** column. Any ASI gained after Level 1 is in the **ASI** column. **Total** may not exceed **20**. Mod is your **(Total - 10) / 2**

Attacks

Accuracy is your **Power Mod** or **Finesse Mod (If higher than Power, and the weapon has the property “Finesse”)**, **added to Lv Bonus**.

Damage is the damage on the weapon + Power / Finesse Mod, as appropriate.

Name	To-Hit	Damage	Type	Properties & Plays
Unarmed Strike	POW / FIN Mod + LV BONUS + ENCHANTMENT BONUS	Die Number + Appropriate Pow / Fin Mod	Blunt	
Dagger		1d4	Pierce	Finesse, Thrown (3 / 7), Finisher, Nimble (1d8), Batch (15), Simple
Weapon 1				
Weapon 2				

## Plays

### Free Plays

- Charge (Free)
- Sweep (Free)

### Unlocked Plays

List the plays your character has unlocked. **The number of play here should be equal to your plays stat:**

- 

## Careers

- Farmer (EXAMPLE): o (o)
- Soldier (EXAMPLE): o (o)
- Name of Career (EXAMPLE): o (o)

You start with 6 points. Progression in initial creation first number, after creation is in the bracket.

## Talents

Put the name of your Talents here. You start with:

- Two slots for General Talent - they do not scale. Can only be used for General Talents.
- Three slots for **any** talents, under the Universal Talents category. As you level up, you'll gain up to 3 additional universal talents points (Marked as +TP in the level up table).
- Some talent costs more than one point.

### General Talents

Talent Name 1 Here

Talent Name 2 Here

### Universal Talents

Talent Name 1 Here

Talent Name 2 Here

Talent Name 3 Here

## Wounds

Wound Name 1 Here

Wound Name 2 Here

## Inventory

As a Level 1, you start with 2500 silver to purchase equipment, and 2500 silver for everything else considered an asset. If you are hurting for money, you can convert normal silver into your asset fund at a 1:1 ratio. It cannot be done the other way round and there's no going back.

### Magical Weapons / Armor

Name	Tier	Runes
		1 per tier for weapon, 1 per armor

### Non-Magical Equipments

Non-magical weapons, equipments

### Consumables

Potions, scrolls, etc. that's been bought.

Mounts

Any mounts or pack animals or pets that you own of significant value

Personal Properties

Personal housing, assets or small businesses not tied to a greater title.

Other Items

Anything else you want to track

Magic

- Total Number of Mastery Point = Your Magic
- Cost of Mastery:
  - **Level 1 - 2:** 1
  - **Level 3 - 5:** 2

Aero	Alchemy	Aqua	Artifice	Faith	Pyro	Geo	Nature	Necromancy

Put down the names of the spells your character has learnt. For each magic point you can:

- Unlock **two spells**.
  - **Limited** by your MR - unlocked spells cannot be higher than your MR.
  - If it is a **Primary** School, then unlocked spell’s level cannot be higher than your **Mastery** level in that school. Secondary school has no such restriction.
- Only write down the name of the spell and order them by level for organization sake.
- You may unlock one additional spell for **each contract you have**

School Name Here

- Spell Name Here

School Name Here

- Spell Name Here

School Name Here

- Spell Name Here

Class & Race Features Notes

Optional section for people to put down notes about their racial & class features. Remember to update them if a major update happens so you don’t refer to the wrong thing!

Racial Features	
Basic Class Features	
Advanced Class Features	
Master Class Features	

Titles

Titles that your player has been granted by NPCs in the world, at GM Discretion. **Do not fill out this section on your own.**

Title Name

- **Granted By:**
- **Properties:**
- **Description:**

Reference Table for Level Up

Level	XP Required	Class Level	Lv Bonus	Other Increase
1	0	Basic Lv 1	1	19 initial ASI, 6 Career, 2 General Talent, 3

				Universal Talent
<b>2</b>	100	Basic Lv 2	2	+1 Career
<b>3</b>	200	Adv Lv 1	2	+3 ASI
<b>4</b>	400	Adv Lv 2	3	+1 Universal Talent, +1 Career
<b>5</b>	600	Adv Lv 3	3	+2 ASI
<b>6</b>	800	Adv Lv 4	4	+1 Universal Talent,+ 1 Career
<b>7</b>	1000	Master Lv 1	4	+2 ASI
<b>8</b>	1200	Master Lv 2	5	+1 Universal Talent, +1 Career
<b>9</b>	1400	Master Lv 3	5	+2 ASI
<b>10</b>	1600	Master Lv 4	6	+2 ASI, +1 Career