

# Funjerai Character Sheet

Real Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

Character Species: \_\_\_\_\_

Character Age: \_\_\_\_\_

Are you open to letting the storytellers make personal character plot for you?: \_\_\_\_\_

Origins (where does your character come from):

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Plot hook ideas:

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Character relations (Which other characters does your character know):

Character name:	Relations:

The amount of skill points each character has is the sum of:

- 15 starter skill points.
- 1 skill point per event
- 1 extra skill point for showing up to every event in a year
- These skill points can be allocated into whatever skills the Player sees fit and you can save up some of your starter skill points for as long as you'd like.

Events played as this Character:\_\_\_\_\_ Total Points:\_\_\_\_\_

Guild Skills:		Species Skills:	
1		1	
2		2	
3		3	

General Skills	Magic
<p>One Handed Weapons (1 SP)  Two Handed Weapons (2 SP)  Pole Weapons (2 SP)  Ballistic Weapons (2 SP)  Siege Weapons (3 SP)  Ambidexterity (2 SP)  Shield Use (3 SP)  Body Regeneration (2 SP)  Toughness (2 SP)  Read/Write (1 SP)  Basic Mathematics (1 SP)  Pick Locks (2 SP)  Access to Magic (2 SP)  Access to Simple Alchemy (1 SP)  Access to Advanced Alchemy (2 SP)  Additional Health Points (4 SP)  Woodworking and Shield Repair (2 SP)  Leatherwork and Repair (2 SP)  Metalwork and Repair (3 SP)  Herbalism and Animal Husbandry (1 SP)  First Aid (1 SP)  Healing (2 SP)  Medicine (4 SP)  Build and Disarm Traps (3 SP)</p> <p>Light Armor (0 SP)  Medium Armor (1 SP)  Heavy Armor (2 SP)  Fake Armor (2 SP)</p>	<p>Gust of wind (1 SP)  Lesser Energy Ball (3 SP)  Energy ball (4 SP)  Greater Energy Ball (5 SP)  Root (1 SP)  Dispel Magic (3 SP)  Light (1 SP)  Energy field (3 SP)  Identify Magic (2 SP)  Ritual magic (2 SP)  Magic Healing (2 SP)  Prevent Undead Blessing (2 SP)  Speak with Dead (2 SP)  Foresight (1 SP)  Confusion (1 SP)  Truth (3 SP)  Heavy Weapon (1 SP)  Fear (2 SP)  Berserker Rage (3 SP)  Friendship (3 SP)  Blindness (1 SP)  Mute (1 SP)  Deafness (1 SP)  Sleep (2 SP)  Mad Dance (1 SP)  Empty Mind (3 SP)</p>
Effect Resistance	Alchemy
<p>Blindness (2 SP)  Silence/Mute (2 SP)  Deafness (2 SP)  Sleep (3 SP)  Friendship (4 SP)  Confusion (2 SP)  Truth (4 SP)  Amnesia (2 SP)  Empty Mind (4 SP)  Mad Dance (2 SP)  Berserker Rage (4 SP)  Fear (3 SP)  Heavy Weapon (2 SP)</p>	<p>Potion of Blindness (1 SP)  Potion of Silence (1 SP)  Potion of Deafness (1 SP)  Potion of Sleep (1 SP)  Potion of Friendship (1 SP)  Potion of Confusion (1 SP)  Potion of Truth (1 SP)  Potion of Amnesia (1 SP)  Potion of Poison (1 SP)  Antidote (1 SP)  Potion of Healing (1 SP)  Potion of Meditation (3 SP)  Potion of Fortitude (3 SP)  Weapon Ointment of Sleep (3 SP)  Weapon Ointment of Poison (3 SP)  Weapon Ointment of Confusion (3 SP)  Gunpowder (3 SP)  Armour Powder (2 SP)</p>

