

SWORD IN THE ABYSS

DIGITAL CHARACTER SHEETS

To use this document, create a copy of it. This function is available under **File**.
If you have any questions, feel free to join our [Team Harvest Discord](#).

Note: Each section is collapsible.

PLAYER 1

INFO

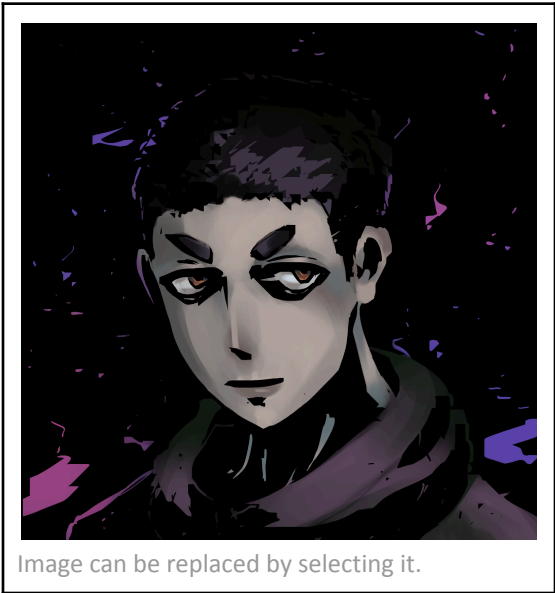
PLAYER	CHAMPION	ADVENTURE

DARK MASTER

DATE CREATED

PART I

PORTRAIT



DETAILS

LEVEL	HERITAGE	MASTER CALLING
		✳
FACTION	SIZE	BIRTH PLACE
AGE	HEIGHT	WEIGHT
HAIR	EYES	SKIN

RESISTANCES, WEAKNESSES, PROTECTIONS

RESISTANCES	WEAKNESSES	PROTECTIONS
*	*	◇

ATTRIBUTES

STATS	VALUE	B/P ¹	DICE
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¹ Bonuses, Penalties

POWER			
SPEED			
MANA			
FORT			
SOUL			

APTITUDE

APTITUDE	0
UNIVERSAL ADVANTAGE DICE	0
SAVE DC ²	10
WEAPON SKILL	0

MAJOR, MINOR STATS

MAJOR				MINOR			
STATS	VALUE	MAX	B/P	STATS	VALUE	MAX	B/P
ES ³				FAVOR			
HP ⁴				HEAVY			
SP ⁵				MOB. ⁶			
ARMOR				REST			
STARS				SAVE B. ⁷			
				STAMIN. ⁸			
				STR			
				VIGOR			

Most commonly used stats.

² Save DC Formula: 10 + Your Aptitude + Half your Mana Score

³ Evasion Score

⁴ Hit Points

⁵ Sanity Points

⁶ Mobility

⁷ Save Bonus

⁸ Stamina

	Less commonly interacted stats, organized alphabetically.
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CALLINGS

✱	✱	✱	✱
✱	✱	✱	✱
✱	✱	✱	✱
✱	✱	✱	✱

STATUSES, AILMENTS

AILMENTS, STATUSES, etc.	PERMANENT UNIQUE STATUS
◇	◇ This is a status gained from your Heritage Choice.

MINIONS

None Information regarding your ◇Minions.
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LANGUAGES

∅Common	∅	∅	∅
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PART II

REASON TO ADVENTURE

Fill Me

LIKES AND DISLIKES

LIKES	DISLIKES
-	-

CULT

CULT	-
ABYSSAL LORD	-
CULT CALLINGS	-
ICON	-

FORM
-

DECREES
-
-

NOTES
-

ABILITIES

ABILITY RESOURCES

EMPTY	EMPTY	EMPTY	EMPTY	EMPTY

ABILITIES

-

A section to place Abilities, i.e., Skills.

ACTIONS

Includes two example actions, which you can delete and replace. Sheet customization is recommended.

ATTACK ▼

Attack ▼

Basic

Strike

Roll Test

Target

Choose a weapon, with it, you may Target any Creature or object within Range and attack it with the weapon. This card assumes the attribute(s) of the weapon being used.

Critical Failure	Free Enemy Attack, Reaction, or Cast.
Failure	Miss
Success	Hit, Roll Damage
Critical Success	Critical Hit, You deal max Damage on all Damage dice related to the Attack .

RUN ▼

Run ▼

Basic

You can move a distance equal to your Mobility. Once the **Run** Action is activated, you can only move to adjacent spaces and you may use your mobility in between actions.

- Hovering Flight:** While ◇**Grounded**, If you have a **Flight** Mobility, you may ignore ◇**Difficult Terrain** by gaining the ◇**Flying** status until the start of your next turn.

Instead of Moving, you may do one of the following actions:

- Switch Plane, Airborne:** If you have a **Flight** Mobility, instead of moving, you may move to the ◇**Airborne** plane and you gain the ◇**Flying** status while you remain there.
- Switch Plane, Submerged, Dig:** If you have a **Dig** Mobility and you are standing on a surface, instead of moving, you may move to the ◇**Submerged** plane.
- Switch Plane, Submerged, Swim:** If you have a **Swim** Mobility and you are swimming on a liquid's surface, instead of moving, you may move to the ◇**Submerged** plane.

SPELLS

SPELL RESOURCES

PAGES GAINED	EMPTY	EMPTY	EMPTY	EMPTY

SPELLS

Includes an example spell to easily Copy-Paste. Players do not know Firebolt by default.

FIREBOLT ⚡

Fire Bolt

● Tome of Fire

⚡, Target, 10 units

You deal 2d6 ⚡ Heat Damage to the Targeted Creature or object.

INVENTORY

RESOURCES

STERLING	SUPPLIES	SILVER ICHOR	CARRY WEIGHT		EMPTY	

INVENTORY SLOTS


HEAD
BODY
BELT
AMMO BAG
BACKPACK
MISC

GENERAL INVENTORY


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WEAPONS


ARMING SWORD




Arming Sword (Common)



0, 1d8 Slashing/Piercing, 1 unit range, 100s, 2 lb.




Handed 1,



Melee

The sword's guard grants you 1



Armor.

