



Character Info	
Character	<Name>, the Gargoyle
Player	
Appearance	
Carved to look like a fierce beast and made of shifting stone that grinds as its moves, the Gargoyle was animated by magic long ago.	
Motives / Hidden Information	
<ul style="list-style-type: none"> Fulfill Purpose Protect Creator 	<ul style="list-style-type: none"> Kill as Last Resort Blank
<i>This character is intended to be adaptable for the player to serve as a specific role. Perhaps they were created as a lab assistant, or maybe as a watchman for a powerful guild.</i>	

Brawn	Finesse	Roll Results	Total XP Level	Treasure				
+3	-3	<table border="1"> <tr> <th>Good</th> <th>Bad</th> </tr> <tr> <td>8+</td> <td>13-</td> </tr> </table>	Good	Bad	8+	13-	10	1
Good	Bad							
8+	13-							
			Unspent XP	0				

Mind	Spirit	CN	Conditions	Defenses
0	0			Made of Stone
				Tough
				Tough

Temporary Traits
Body Traits: Melee (Heavy - Roll Brawn for attacks)

General Traits
0

Inventory Slots	Item Traits
1	C 0
	E 0
	I 0
2	C 0
	E 0
	I 0
3	C 0
	E 0
	I 0
4	C 0
	E 0
	I 0
5	C 0
	E 0
	I 0

Traits/Upgrades		
Combat	Exploration	Interaction
3	2	1
Fling (Beast) You can fling a creature that's smaller or lighter than you a close distance.	Rocksolid (Elements) <i>Reflavor of Iron Body</i> You weigh up to 20 times more than normal and can't be forcibly moved.	Only a Statue (Arcane) <i>Reflavor of Just an Old Man with a Walking Stick</i> You can make someone grossly underestimate you until they see proof to the contrary.
Made of Stone (Dragon) <i>Reflavor of Scales like Tenfold Shields</i> Gain the defense "Made of Stone □." Mark it when you suffer a Bad Tale from a weapon. When you do, that weapon shatters, breaks, or is otherwise rendered temporarily unusable.	Earth Walk (Elements) You can move through stone, metal, and earth as if they have the consistency of mud. You can breathe normally and sense your surroundings while in these materials.	
Tough as Nails (Warfare) Gain the defense "Tough □□." Mark it when you suffer a Bad Tale that you can ignore with sheer toughness.		

Instructions

- To use this character sheet:
1. Log in to your Google Drive (a free service)
 2. Click "File," then "Make a copy..." This will create a copy in your Google Drive.
 3. Fill out the character sheet, then delete these instructions.
 4. Edit and personalize this document however you want!

Green/yellow/red boxes contain formulae that will automatically fill in. Editing these boxes will delete the formulae.

Putting numbers in the **Brawn**, **Finesse**, **Mind** and **Spirit** boxes will automatically deduct or add the correct amount of XP.

As items gain **Item Traits**, add a new line to the relevant **Item Traits** box. For example a spear might have:

C	Melee (Heavy) Reach	2
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for a total of two **Combat Item Traits**. The number of traits will be automatically counted in the box on the right. Remember to deduct the correct amount from your **Treasure** as this is not done automatically.

Adding **Traits** will deduct the required Exp for those traits. You can see the number of traits you have of each type at the top of the column. It will be green if you can afford a new trait of that type. Put **Trait Upgrades** in their own box as though they are new traits. This will ensure that the Exp cost is calculated correctly.

Trait boxes will automatically expand to fit their contents.



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