Hinterdom
Core Character Sheet

Character Name	Age	Pronouns
Species		Archetype

STRENGTH
+ - Mystic Modifyer

AGILITY
+ - Mystic Modifyer

MIND
+ - Mystic Modifyer

Defense

EVASION LEVEL
+ - Mystic Modifyer

WORN ARMOR

NATURAL ARMOR

ARMOR LEVEL
+ - Mystic Modifyer

HEALTH POINTS
CURRENT HEALTH POINTS

Offense

WORN ARMOR PENALTY

NATURAL READINESS

READINESS
+ - Mystic Modifyer

ATTACK MODIFIER
+ - Mystic Modifyer

DAMAGE MAX
+ - Mystic Modifyer

EQUIPMENT

Coins
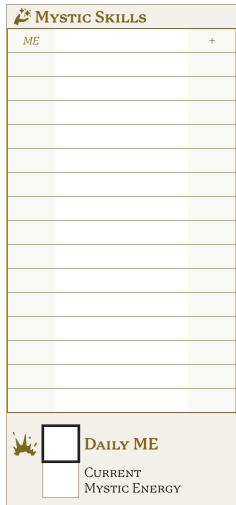
Weapons

Weapon	Damage	Range
	↑	
	↑	
	↑	
	↑	

SKILLS

	+

MYSTIC SKILLS

ME	+

DAILY ME
CURRENT MYSTIC ENERGY

Character Worksheet

💪 STRENGTH

	Species Modifier
+	Customization Points
=	💪 STRENGTH

🏃 AGILITY

	Species Modifier
+	Customization Points
=	🏃 AGILITY

🧠 MIND

(3 Customization Points)

	Customization Points
=	🧠 MIND

❤️ HEALTH POINTS

	Species Modifier
+	(Strength)
+ 10	
=	❤️ HEALTH POINTS

🔄 EVASION LEVEL

	Species Modifier
+/-	Agility
+ 10	
=	🔄 EVASION LEVEL

⚡ READINESS

	Species Modifier
+	Mind
=	⚡ READINESS

✺ DAMAGE MAX

	Strength
+ 4	
=	✺ ↑ DAMAGE MAX

◎ ATTACK MODIFIER

	Agility
=	◎ ATTACK MODIFIER

⚔ SKILL POINTS

	Mind
+ 5	
=	⚔ SKILL POINTS

○ **Guardian** *+5 Combat Skill Points*

○ **Cloak** *+5 Cloak Skill Points*

○ **Mystic** *+5 Mystic Skill Points*

🔥 DAILY MYSTIC ENERGY

10	
+	Mind
=	🔥 DAILY ME

❀ NATURAL ARMOR

	Species Modifier
=	❀ NATURAL ARMOR

SKILL LEVEL	UNSKILLED	BASIC	ADVANCED	EXPERT	MASTERY
SKILL POINTS	0	1	2	3	4
ROLL MODIFIER	-5	0	+2	+3	+4

Attack Worksheet

A. ☐ ⬡ Natural Roll
 + ☐ (Attack Modifier)
 = ☐ **Attack Roll**

B. − ☐ ↻ Target's Evasion Level
 = ☐ ✳ **Initial Damage**

C. ≤ ☐ ✳ ↑ Damage Max
 ≤ ☐ ⚔ ↑ Weapon Max
 = ☐ ✳ **Delivered Damage**

D. − ☐ 🛡 Target's Armor Level
 = ☐ ✳ **Actual Damage**

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