Bonus To Hit Craft Skill Mod Intelligence Use Magic Major/Minor Mod Intel. Skill Mod Wisdom Craftsmen Skill Mod Dir. Spell Bonus Appearance Reaction Adjustment Charisma Social Skill Adj Luck	Name Age Sex Height Weight Eye Color Skin Color Hair Color Provincia Dioecsis Money Armor	ltems	l	3 F DZ 2 FP DAM	AM DAM DAM TFP DAM BFP DAM Area 1 and 4 = 1/2 Base Fortitude Area 7 and 8 = Base Fortitude Area 2,3,5,6,9 and 10 = 2 x Base Fortitude Area 2,3,5,6,9 and 10 = 2 has been been been been been been been bee	THRIBKWEST ENTENDED
Luck Piety Deity Will Actual Defense (STR+CON+AGL)/ Level Class Type Weapon	22 (3)	efense Class DAM	+ TH		8	IRIDIUM CORE

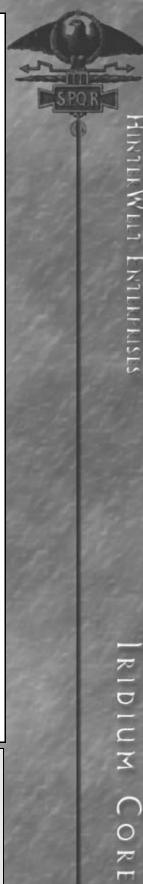
	KOMA	IMPERIOU	IS CH	ARAG	CTER	Sheet	ſ		2 OF 4
Skill L		Skill	Base	Mod	Level Mod	Final		Notes	40
Spir	it Points					Мах		Present	Skill Progression 1 = 40% 2 = 60% 3 = 70% 4 = 75% 5 = 80% 6 = 82% 7 = 84% 8 = 86% 9 = 88% 10 = 90% 11 = 91% 12 = 92% 13 = 93% 14 = 94% 15 = 95%
Realm	Spirit Points Spirit Points =	3d20 take the hig	hest + 1	/2 PIE			FAR.		
Leve		Spell		Cost	Element.	Range	Realm	Notes	

Level	Spell	Cost	Element.	Range	Realm	Notes
-						
-						

IRIDIUM CORE

Character Development

Code



Unit		Worth	Wgt.
1 gold Solidus	=	5 gold Aureus	30/lb
1 gold Aureus		25 Denarii	60/lb
1 silver Dinarius		4 Sestertii	120/lb
1 brass Sestertius		2 Dupondii	20/lb.
1 brass Dupondius		2 Asses	40/lb.
1 copper As		2 Semisses	40/lb.
1 copper Semis	=	2 copper Quadrantes	140/lb.

Level/Exp

	-
1 = 1 - 7	9 = 91 - 108
2 = 8 - 15	10 = 109 - 127
3 = 16 - 22	11 = 128 - 148
4 = 23 - 32	12 = 149 - 174
5 = 33 - 43	13 = 175 - 205
6 = 44 - 57	14 = 206 - 241
7 = 58 - 73	15 = 242 - 282
8 = 74 - 90	16 = 283 - 327

Items	Odher	Possessions

People Met / Friends

Name	Notes

d10 Fumble Description

1	Miss next attack.
2	Miss next two attacks.
3	Weapon damaged for -1 to hit and damage.
4	Weapon damaged for -2 to hit and damage.
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed

Fumbles occur on a natural 1 on an attack die roll. Roll under or equal to your level on a d20 to avoid the fumble. You cannot fumble a natural attack (i.e. punching).

Reserve Experience Cost Table

Area	Cost (Exp)	Notes
New Skill	4	Training for new skills may range from 3 - 9 months at GM's discretion.
Advance exist- ing skill	skill level desired in exp.+ any skill levels in between	Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level $2 + 3$ for level $3 = 5$ total exp points.
Stats	20 pts/stat point	20 exp points to raise a stat 1 point with a max of 20
Weapon Prof	Plus to Hit	3 points per plus; $+1$ to hit $=3$ experience points; $+2=6$ experience points; all levels between current and target must be paid for; i.e. to go from $+0$ to $+2$ you must pay for $+1$ and $+2$ for a total of 9 points.
Weapon Prof	Plus to Damage	1 point per plus; $+1$ to damage $=1$ experience points; $+2 = 2$ experience points; all levels between current and target must be paid for; i.e. to go from $+0$ to $+2$ you must pay for $+1$ and $+2$ for a total of 3 points.
Weapon Prof	Additional Attack	6 points per Attack; $+1$ to attacks $=6$ experience points; $+2=12$ experience points; all levels between current and target must be paid for; i.e. to go from $+0$ to $+2$ you must pay for $+1$ and $+2$ for a total of 18 points. The max number of additional attacks that a character may have is $x2$ the original number of attacks for that weapon.
Weapon Prof	Additional Die of Damage	6 points per additional die; $+1$ die $=6$ experience points; $+2=12$ experience points; all levels between current and target must be paid for; i.e. to go from $+0$ to $+2$ you must pay for $+1$ and $+2$ for a total of 18 points. The max number of additional dice that a character may have is $\times 2$ the original number of dice for that weapon.
Spells	3 points x level of desired spell 1 points x level of desired spell for Magi/Sages	NOTE: Magi/Sages cost is only 1 points per level of desired spell. NOTE: Initial spells must be taken in order to take spells further along in the sequence, i.e. you must take the Natura Maga Gust before you take Wind. NOTE: You may not take spells which are of a level higher than the character's level.
Spirit Points	2 points per dice	Purchase an increase of a d10 to base spirit points.