

Character Name	
Gender	
Height	
Weight	
Eye Colour	
Hair Colour	
Notes	



Strength (max 100)	Hitpoints (<i>hits max = str</i>)
Dexterity (max 100)	Stamina (<i>stam max = dex</i>)
Intelligence (max 100)	Intelligence Mana (<i>int generated mana max = int</i>)
Natural Talent (max 100)	Natural Talent Mana (<i>talent generated mana max = talent</i>)
Stat Cap = 225 - +50% extra weapon damage pr 50 points of strength i.e. 100 str = +100% wep dam	

<i>Word of Power</i>	<i>Effect</i>	<i>Circle</i>	<i>Word of Power</i>	<i>Effect</i>	<i>Circle</i>	<i>Word of Power</i>	<i>Effect</i>	<i>Circle</i>
An	Negate or Dispel		Jux	Danger, Trap or Harm		Sanct	Protect or Protection	
Bet	Small		Kal	Summon or Invoke		Tym	Time	
Corp	Death		Lor	Light		Uus	Raise or Up	
Des	Lower or Down		Mani	Life or Healing		Vas	Great	
Ex	Freedom		Nox	Poison		Wis	Know or Knowledge	
Flam	Flame		Ort	Magic		Xen	Creature	
Grav	Field		Por	Move or Movement		Ylem	Matter	
Hur	Wind		Quas	Illusion		Zu	Sleep	
In	Make, Create or Cause		Rel	Change				

Total Words of Power Circles = Intelligence x 2 - Circle Max = 8 - Spell Effect = 1d8 pr Circle - Mana Cost = Spell Effect : 2 - The Spell Effect is affected by the Resist Magic Skill

<i>Technique</i>	<i>Circle</i>	<i>Element</i>	<i>Circle</i>	<i>Sphere</i>	<i>Circle</i>
Create		Ether		Mind	
Change		Fire		Human Body	
Control		Air		Animal Body	
Know		Water		Plant Body	
Destroy		Earth		Illusion	

Total Talent Circles = Natural Talent x 0,3 - Circle Max = 10 - Talent Effect = 1d8 per Circle - Mana Cost = Talent Effect - The Talent Effect is affected by the Resist Magic Skill

Ultima Resurrection Character Sheet

Skill	Linked Attr.	Skill level	Skill	Linked Attr.	Skill level
Alchemy	INT		Lumberjacking	STR	
Animal Lore	INT		Mace fighting	STR	
Animal Taming	STR		Magery	INT	
Archery	STR		Meditation	INT	
Begging	INT		Mining	STR	
Blacksmithing	STR		Musicianship	DEX	
Bow Crafting / Fletching	DEX		Parrying	STR	
Camping	STR		Poisoning	INT	
Carpentry	STR		Remove Trap	DEX	
Cooking	INT		Resist Magic	INT	
Detecting Hidden	INT		Snooping	DEX	
Fencing	STR		Stealing	DEX	
Fishing	DEX		Stealth	DEX	
Forensic Evaluation	INT		Swordsmanship	STR	
Healing	INT		Tailoring	DEX	
Herding	STR		Tinkering	STR	
Hiding	DEX		Tracking	INT	
Inscription	INT		Veterinary	INT	
Item Identification	INT		Wrestling	STR	
Lock Picking	DEX				
Skill Cap = 700 - At 50 Skill and 100 Skill a Bonus Occurs. See Skill Section in Rulebook					

Armour location	Armour type	Armour Rating Hit Location / Total	Weapon	Used Skill	Attack dice	Notes
Head		/				
Neck		/				
Body		/				
Arms		/				
Hands		/				
Legs/Feet		/				
Shield		/				
Total	---					

The Eight Virtues	Score	One can max have 100 positive Virtue Points in each of the Eight Virtues. Every positive Virtue Point will raise the natural stat cap and skill cap with one point. The Stat Cap will max at 300 or 400. Skill Cap has no max. E.g. At 100 positive Virtue Points the character has a Stat Cap of 325 (225 + 100) and a Skill Cap of 800 (700+100). No stat or skill can ever be higher than 100. Every negative Virtue Point will decrease the natural stat cap and skill cap with one point. If the Stat Cap hits zero the character will die and can under no circumstances be resurrected. For every -10 Virtue Points a character has, people who resurrect the character gain -1 point
Honesty		
Compassion		
Valor		
Justice		
Sacrifice		
Honor		
Spirituality		
Humility		

Quick Reference Sheet for Ultima Resurrection

The Druidic Runes of Britannia

	A	B	C	D	E	F
	G	H	I	J	K	L
	M	N	O	P	Q	R
	S	T	U	V	W	X
	Y	Z	TH	EE	NG	EA

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ST

Skill and Attribute % Gain of Skill & Attribute Uses			
Current Skill Rating	Skill Gain %	Current Attribute Rating	Attribute Gain %
00 – 10	50%	00 – 10	20%
11 – 20	40%	11 – 20	20%
21 – 30	40%	21 – 30	10%
31 – 40	30%	31 – 40	10%
41 – 50	30%	41 – 50	10%
51 – 60	20%	51 – 60	10%
61 – 70	20%	61 – 70	05%
71 – 80	10%	71 – 80	05%
81 – 90	10%	81 – 90	05%
91 – 100	05%	91 – 100	01%

Initiative Die Table	
Stamina Value	Initiative Die
01 – 50	1D12
51 – 60	1D10
61 – 70	1D8
71 – 80	1D6
81 – 90	1D4
91 – 99	1D2
100	1D1

Hit Location Table	
Hit Location	% Dice Roll
Head	01 – 14
Neck	15 – 21
Body	22 – 65
Arms	66 – 79
Hands	80 – 86
Legs / Feet	87 – 100

Combat Sequence
1. Determine Initiative
2. Attack
3. Determine Damage
4. Determine Hit Location
5. Calculate Mana Used
6. Determine Next Initiative

Magery and Natural Talent attacks have no hit location, but hit total armor