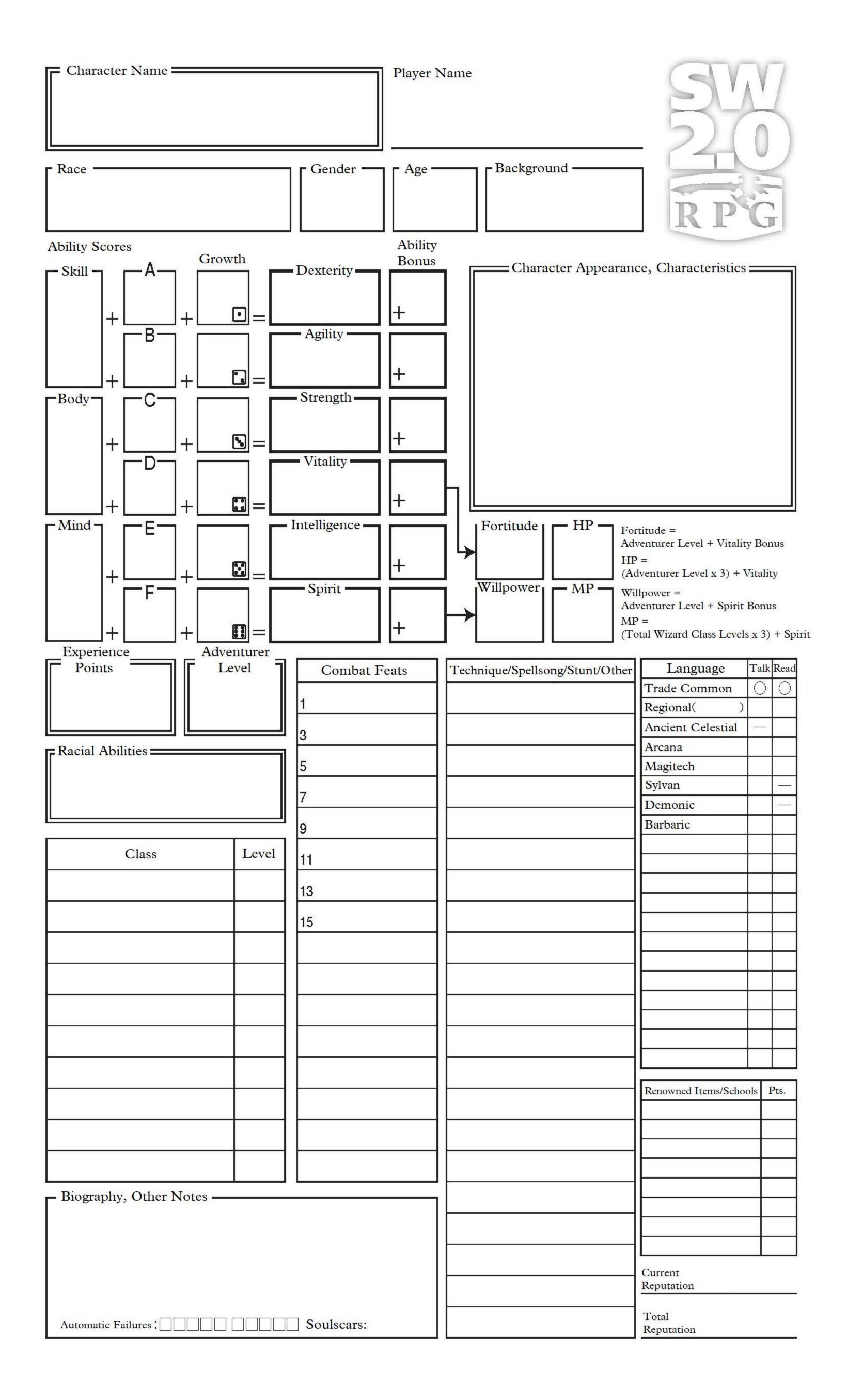
| Character Name | Player N | Name | STYN |
|---------------------------------|-----------------|-------------------------------|--|
| | | | 5) |
| Race | Gender Age | Background | R P G |
| Ability Scores | Ability | | |
| Skill — A— Growth | Dexterity Bonus | | ance, Characteristics |
| + + • -B- + • | - Agility - | | |
| -Body - C | -Strength | | |
| ++= | | | |
| | - Vitality - | 1 _ | |
| ++= | Intelligence — | Fortitude HP — | Fortitude = |
| | | | Adventurer Level + Vitality Bonus HP = |
| | Spirit | Willpower MP | (Adventurer Level x 3) + Vitality Willpower = Adventurer Level + Spirit Bonus |
| + + + + = - | | | MP = (Total Wizard Class Levels x 3) + Spiri |
| Experience Adventurer Level | Combat Feats | Technique/Spellsong/Stunt/Oth | The second secon |
| | 1 | | Trade Common () () () () () () () |
| | 3 | | Ancient Celestial — |
| Racial Abilities | 5 | | Arcana Magitech |
| | 7 | | Sylvan — Demonic — |
| | 9 | | Barbaric |
| Class | 11 | | |
| | 13 | | |
| | 15 | | |
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| | ; ; | | Renowned Items/Schools Pts. |
| | | | |
| | | | |
| Biography, Other Notes | | | |
| | | | |
| | | | Current |
| | | | Reputation |
| Automatic Failures : | Soulscars: | | Total Reputation |

| *Monster Knowledge = Sage Leve | +B | itelli <mark>g</mark> ence onus | *Initia | tive- | - ST 1111 | | Leverd L | 50 |)) | Agili Bonu | ty is | | imit Mov | ed e = | 3m]= | Norn Mov | and and | ×3=[| Full N | Move- |
|--------------------------------|--|---|--------------------|------------------|-----------------|-----|--------------|----------|--------|---------------|------------|---------|-------------|-----------|---------------|-------------|---------|-----------------|----------------------------|-------------|
| * _ | | hter ncer | () | | applei arksm | | (|) | | Oth | er(|) | | | rity Bo | _ | | if | Treat no leve levant | |
| Weapon | Star | Min STR | Weapon Accuracy | Base Accuracy | Power | 2 | 3 | 4 | (5) | 6 | 7 | 8 | 9 | 10 | 11) | Val | | Extra Jamage | No | otes |
| | | | | | | * | | | | | | | | 4. | | | | | | |
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| | | | | | | * | | | | | | | | | | | | | | |
| Base Evasion: | = Fig | thter (|) 🗌 | Grap | pler (| No. |) [| F | ence | r (| |) [| Otl | ner (|) | + Ag | ility | Bonus | .[| |
| Armor Min S | TR Evasi | on Defe | ense | Note | es | 1 [| Slot | | | Ac | cess | ory | 8 | | | | Ef | fect | | |
| Armor: | | | | | | 55 | Head | 1 | | | | | | | | | | | | |
| | + |) | <u> </u> | | |] [| Face | | | | | | | | | | | | | |
| Shield: | | ē | | | | | Ears | | | | | | | | | | | | | |
| Other Modifiers | + | () () () () () () () () () () | | | | | Necl | < | | | | | | | | | | | | |
| | | | - | | 1 | | Back | | | | | | | | | | | | | |
| - Combat Notes - | \dashv T | | | | <u> </u> | _ | Righ | | | | | | | | T | | | | | |
| | | Tota | al Evasion | Total | Defense | 4 H | Hand Left | 78.8 | | | | | | | 1 | | | | | |
| | | → | | | | | Hand | i | | | | | | | | | | | | |
| | | | | | | J | Wais | t | | | | | | | | | | | | |
| | | | | | | | Feet | E. | | | | | | | | | | | | |
| | The state of the s | gic Dama duction | ge | | | | Othe | r | | | | | | | | | | | | |
| HP | | | | | | | | | | | | | | | | | Fo | rtitud | e — | |
| MP | | | | | | | | | | | | | | | - - | | Wil | lpowe | er — | |
| | | | | | | | | | | | | | | | | | | | | |
| Money Cash—————— | | — Der | osit/De | ht | | | | M | agic | (Mag | ric Pow | ver = (| Class I | evel + | Intellige | nce Bo | nus) | Level | | agic wer |
| | | _ | osiu De | 0. | | , | | | | | | | | | | | | | | |
| Equipment, Items, etc | 2. | G | | | | | 3 | | | | | | | | | | | | | |
| Equipment, Items, etc | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | LANCE OF | | NO. | RETURNS OF | | | | | | | | 0.00 | 3 |
| | | | | | | | | Po | wer | | ble ③ | 4 | (5) | 6 | (7) | 8 | 9 | 10 | 11) | 12 |
| | | | | | | | | 0 | 1 | * | 0 | 0 | 0 | 1 | 2 | 2 | 3 | 3 | 4 | 4 |
| | | | | | | | | 2 | C23 | * | 1 | 2 | 3 | 3 | 3 5 | 6 | 5 | 5 8 | 9 | 7 |
| | | | | | | | | 3 | _ | * | 2 | 4 | 4 | 6 | | 8 | 9 | 10 | 10 | 10 10 |
| Congressiales | | | | | | | | 4 | _ | * | 4 | 5 | 6 | 7 | 9 | 10 | 11 | 11 | 12 | 13 |
| Consumables [] [] [| | | | | | | | 5 | υ : | * | 4 | 6 | 8 | 10 | 10 | 12 | 12 | 13 | 15 | 15 |
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『ソード・ワールド2.0』キャラクターシート Ver.1.5 ©2013 GROUP SNE / FUJIMISHOBO



| $= \begin{bmatrix} \text{Sage Level ()} \\ \text{Rider Level ()} \end{bmatrix} + \begin{bmatrix} \text{Intelligence} \\ \text{Bonus} \end{bmatrix} = \begin{bmatrix} \text{Scout Level ()} \\ \text{Warlord Lvl ()} \end{bmatrix} + \begin{bmatrix} \text{Agility} \\ \text{Bonus} \end{bmatrix} + \begin{bmatrix} \text{Intelligence} \\ \text{Move} \end{bmatrix} = \begin{bmatrix} \text{Move} \\ \text{Move} \end{bmatrix} \times 3$ | =m | | | | | | | | | | | |
|--|--------------------|--|--|--|--|--|--|--|--|--|--|--|
| Base Accuracy: Fighter () Grappler () Other +Dexterity Bonus *Treat as if no levels relevant C. Fencer () Marksman () +Strength Bonus relevant C. | | | | | | | | | | | | |
| Weapon Stance Min STR Weapon Basc Accuracy Power 2 3 4 5 6 7 8 9 10 11 12 C Extra Dama | Notes | | | | | | | | | | | |
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| | | | | | | | | | | | | |
| Base Evasion: = | | | | | | | | | | | | |
| Armor Min STR Evasion Defense Notes Slot Accessory Effect | Effect | | | | | | | | | | | |
| Armor: Head | | | | | | | | | | | | |
| Face | | | | | | | | | | | | |
| Shield: Ears | | | | | | | | | | | | |
| Other Modifiers Neck | | | | | | | | | | | | |
| Back | | | | | | | | | | | | |
| Combat Notes Right | | | | | | | | | | | | |
| Total Evasion Total Defense Hand Left | | | | | | | | | | | | |
| Hand | | | | | | | | | | | | |
| Waist | | | | | | | | | | | | |
| Feet | | | | | | | | | | | | |
| Magic Damage Other Reduction | | | | | | | | | | | | |
| Fortit | Fortitude — | | | | | | | | | | | |
| | | | | | | | | | | | | |
| Willpower | | | | | | | | | | | | |
| Money Magic (Magic Power = Class Level + Intelligence Bonus) Le | Magic vel Power | | | | | | | | | | | |
| Cash———————————————————————————————————— | 300,000,000 | | | | | | | | | | | |
| G G | | | | | | | | | | | | |
| Equipment, Items, etc. | | | | | | | | | | | | |
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| Power Table | | | | | | | | | | | | |
| 2 3 4 5 6 7 8 9 0 0 * 0 0 0 1 2 2 3 3 | | | | | | | | | | | | |
| 10 * 1 1 2 3 3 4 5 5 | 6 7 | | | | | | | | | | | |
| 20 * 1 2 3 4 5 6 7 8 30 * 2 4 4 6 7 8 9 10 | A | | | | | | | | | | | |
| 40 * 4 5 6 7 9 10 11 1 | | | | | | | | | | | | |
| Consumables 50 * 4 6 8 10 10 12 12 13 | 3 15 15 | | | | | | | | | | | |
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