

LADY SARIA'S EARTHDAWN SHEETS

These sheets have been designed over many years, distilled down to what I've felt was necessary to have at hand. Here is a breakdown of what might be strange on each page.

Page 1: This page, contains the "readme" that is always so effective.

Page 2: Front page of the character sheet

- O.S. Points: oh shit points, a type of bonus point from Saria's House Rules
- Damage and Strain have been separated since an individual cannot die from strain damage.
- The easy to find damage boxes for each type of combat: melee, unarmed, etc.
- Easy to reference spellcasting and related dice
- Karma boosts: to keep track of what you have on at a given time
- Space for commonly used weapons

Page 3: Talents, skills and equipment

Page 4: Talents, skills and powers

Page 5: Spells and powers

Page 6: Equipment, broken up into types

Page 7: Grimoire Page

Page 8: Adventure Log

GM Pages

Page 9: GM Combat Sheet

Page 10: 4 character quick reference sheet

Page 11-13: Spell Creation from the 1st edition magic books

<i>Name</i>	<i>Legend Points</i>	
<i>Discipline</i>	<i>Legend Total</i>	<i>O.S. Points</i>
<i>Circle</i>		

<i>Primary Stats</i>			<i>Secondary Stats</i>			<i>Defense</i>		
<i>Dex</i>			<i>Init</i>			<i>Physical</i>		
<i>Str</i>								
<i>Tou</i>			<i>Mv</i>			<i>Spell</i>		
<i>Per</i>								
<i>Wil</i>			<i>Death</i> <i>Uncon</i> <i>Wound</i> <i>Recov</i>			<i>Social</i>		
<i>Cha</i>								
<i>Damage</i>			<i>Current Karma</i>			<i>Armor</i>		
<i>Strain</i>			<i>Karma Die</i>			<i>Mystic</i>		
			<i>Max Karma</i>					

<i>Talent</i>	<i>Step</i>	<i>Dice</i>	<i>Talent</i>	<i>Step</i>	<i>Dice</i>
<i>Melee</i>			<i>Throwing</i>		
<i>Unarmed</i>			<i>Missile</i>		
<i>Spellcasting</i>			<i>Threadweaving</i>		
<i>Willforce</i>			<i>Karma Boosts</i>		

<i>Weapon</i>	<i>Dice</i>	<i>Weapon</i>	<i>Dice</i>

Easy Reference Grimoire Sheet

Name: _____
Threads: _____
Weaving difficulty: ___/___
Range _____ Duration: _____
Effect: _____
Casting difficulty: _____
Notes: _____

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Effect: _____
Casting difficulty: _____
Notes: _____

Name: _____

ADVENTURE LOG

DATE: _____

MEMBERS	

DAY'S ACTIVITIES
Day 1
Day 2
Day 3
Day 4
Day 5
Day 6
Day 7

Quick Reference Sheet

Name: _____
init: _____ weapons: _____ matrices: _____
melee: _____
throw: _____
missile: _____
unarm: _____
casting: _____
vitals: ____ / ____ () PD: ____ SD: ____ Soc: ____ Armor: _____ Mystic: ____

affecting spells/items: _____

Name: _____
init: _____ weapons : _____ matrices: _____
melee: _____
throw: _____
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unarm: _____
casting: _____
vitals: ____ / ____ () PD: ____ SD: ____ Soc: ____ Armor: _____ Mystic: ____

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Spell Design Sheet

Spell Name _____

1 Choose Spell Effect/Target

Effect: _____

Target: _____

Duration _____

Area of Effect _____

Multiple/Special Effects _____

Base Complexity _____

2 Determine Spell Circle

Circle (base complexity) _____

Circle adjustments _____

Adjusted Circle _____

Adjusted Base Complexity _____

3 Weave Spell Characteristics

Base Difficulty Number _____

Effect _____

Mod Diff number _____

Step Bonuses _____

Success Levels _____

Total Success Levels _____

Complexity Rating _____

Complexity Rating _____

Discipline/Effect Complexity _____

Discipline/Mechanism Comp. _____

Complexity Modifier _____

Complexity Modifier _____

Complexity Modifier _____

Base Thread Number _____

Base Weaving Diff _____

Base Reattuning _____

Range _____

Mod diff # _____ Step Bonuses _____

Success Levels _____

Duration _____

Mod diff # _____ Step Bonuses _____

Success Levels _____

Casting Difficulty _____

Mod diff # _____ Step Bonuses _____

Success Levels _____

4 Make Spellcasting Test

Difficulty Number _____

Step Bonus _____

Number of Success Levels _____

Adjusted Base Thread Number _____

Total Successes Remaining _____

5 Empower Spell Pattern

Final Thread Number _____

Final Thread Weaving Diff. _____

Final Reattuning Diff. _____

Spell Name _____

Circle / Discipline _____

Threads _____

Weaving Diff. _____

Range _____

Duration _____

Effect _____

Casting Diff. _____

Description

Spell Name _____

Circle / Discipline _____

Threads _____

Weaving Diff. _____

Range _____

Duration _____

Effect _____

Casting Diff. _____

Description
