

SKIRMISH Character Sheet v2.5

Players begin with **7 XP, 3HP** (subject to racial advantages / disadvantages)

- Elves** Start with a free level of **Magic** and +1 PP per **Spell List** that they know (per day). **Elves hate Orcs (and Half Orcs), and must roleplay an intense hatred. They may join a Party that includes an Orc..**
- Fairies** Are able to **Fly**. When they are flapping there wings they are **immune to any melee range attacks, whether physical or magical.** Fairies may cast *Sanctuary* on themselves once per day.
- Dwarves** Are Immune to all **Magic** except **Heal** and **Raise Dead**, which cost twice as many PP (likewise it costs a Dwarf twice as much to learn a Level of **Magic** and each spell costs twice as many PP to cast). Dwarves may spend 3XP to get 4HP.
- Humans** Gain 1 extra XP when they start and 1 extra each time they earn XP.
- Half Orcs** Start with 4 HP, and do 4 damage (instead of 3) with a surprise attack. **Half Orcs may spend 3XP to get 4HP. Leaves Keep with 1 Orc Brew**

Name		Race		HP	
Accumulated XP		Current XP		GP	

Tick the box for each skill you have acquired. Once learnt, a skill may not be unlearnt.

General Skills		XP	Notes
<input type="checkbox"/>	Archery	5	Bestows 6 arrows. You start with 6 arrows, but may gather more whilst adventuring.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Extra HP	2	Bestows 1 HP (cumulative), may be purchased more than once
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Encumbrance	2	Allows 1 extra item and 1 extra dead body to be carried, may be purchased more than once
<input type="checkbox"/>	Wu Shu Level 1	6	Allows <i>block weapons with hands/forearms</i>
<input type="checkbox"/>	Wu Shu Level 2	6	Requires <i>Wu Shu Level 1</i> , allows <i>tag with hand</i>
<input type="checkbox"/>	Horse Riding Level 1	4	Pack Horse. See rules. Dies if hit by an arrow.
<input type="checkbox"/>	Horse Riding Level 2	4	Requires <i>Horse Riding Level 1</i> , must purchase a Warhorse . Dies after 3 hits, may <i>charge</i> .
Magic User Skills		XP	Notes
<input type="checkbox"/>	Clerical Level 1	4	Bestows 5 PP
<input type="checkbox"/>	Clerical Level 2	4	Requires <i>Clerical Level 1</i> , bestows 5 PP (cumulative)
<input type="checkbox"/>	Mage Level 1 ATTACK	4	Bestows 4 PP
<input type="checkbox"/>	Mage Level 1 DEFENCE	4	Bestows 4 PP
<input type="checkbox"/>	Mage Level 2	4	Requires <i>Mage Level 1</i> , bestows 5 PP (cumulative)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Extra PP	5	Requires <i>any Level 2 magic skill</i> , bestows 8 or 10 PP (cumulative). See rules.
<input type="checkbox"/>	Potion Making 1	4	Requires <i>any Level 2 magic skill</i>
<input type="checkbox"/>	Potion Making 2	4	Requires <i>Potion Making Level 1</i>
<input type="checkbox"/>	Potion Making 3	4	Requires <i>Potion Making Level 2</i>
<input type="checkbox"/>	Talisman Crafting 1	4	Requires <i>any Level 2 magic skill</i> , allows magic user to begin with a wand
<input type="checkbox"/>	Talisman Crafting 2	4	Requires <i>Talisman Crafting Level 1</i> , allows magic user to begin with a wand
<input type="checkbox"/>	Talisman Crafting 3	4	Requires <i>Talisman Crafting Level 2</i> , allows magic user to begin with a wand

Equipment

Level One Mage ATTACK Spell List

Animate Dead	2 PP, Touch
When the Caster has destroyed 2 PP then the recipient becomes a Skeleton. Skeletons have 3 HP and the same weapons as in their former life, but may not use arrows or spells. They must stay in sight of caster and obey instructions unless they count from 1001 – 1100 counts without receiving instruction – whereon they may attack anyone nearby (but not the caster) until instructed to stop by caster. If the caster dies, Skeletons will attack the nearest living creature until Turned or killed. Skeletons are immune from all magik apart from Turn Undead .	
Fear	2 PP, Sight & hearing
After finishing both PP the caster names the spell. All opponents within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again	
Lightning Bolt	1 PP, Arrow
Caster finishes a PP and names the spell to any intended victims and then throws an arrow. Anybody (except Dwarf) hit (even on shields or weapons) loses 3 Hit Points unless they are Protected from Magic . The effects of the Lightning Bolt may not be Dispelled . NB: caster may not take another step once the spell has been named.	
Mass Slow	2 PP, Talisman
Caster names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is Affected by Slow and may not run until Dispelled or Hasted . No effect on non-Hasted Ogres.	
Slow	1 PP, Arrow
Caster finishes a PP and names the spell to the intended victims, then throws an arrow. All players hit by the arrow before it comes to rest are Slowed and may not run until Dispelled or Hasted . No effect on non-Hasted Ogres. NB: caster may not take another step once the spell has been named.	
Sleep	2 PP, Arrow
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow fall asleep and must act as dead until damaged or clasped with both hands by an unaffected character and told to "Wake" . If Statused , sleeping characters may only reply with their character and fact that they are sleeping. NB: caster may not take another step once the spell has been named.	

Level One Mage DEFENCE Spell List

Haste	1 PP, Touch
Caster destroys a PP and the recipient is cured of the effects of Slow . If the recipient is an Ogre then they may ignore their movement restrictions until Dispelled or Slowed .	
Negate Magik	1 PP, Arrow
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow suffers the effect of a Dispel Magic spell. NB: caster may not take another step once the spell has been named	
Protection from Magik	1 PP, Caster only
Caster is immune to the effects of the very next spell cast upon them, including "friendly spells". You can interrupt casting another spell to cast this one, and then resume casting that other spell. Does not stack. May be ended by clear declaration.	
Truth-Tell	1 PP, Touch
Caster finishes a PP and names the spell to the intended victim. The victim may not tell a lie to anyone for the rest of the scene (or until Dispelled), but neither does the spell require them to answer any questions.	
Wall of Force	2 PP, Touch
Caster finishes a PP and names the spell to all and sundry. The caster casts a two dimensional spell that acts as impenetrable wall. Neither force nor magik may pass, but anyone can go around it (or Dispel). It is as wide as the caster's outstretched furthest reach	

Level Two Mage Spells

Aura of Protection	1+ PP, Caster only
<p>This is a stackable version of Protection From Magik. Each level of protection costs twice as much as the last. This spell may not be “topped up”. May be ended by clear declaration. PP costs are as follows: Protection from 1 spell = 1 PP Protection from 2 spells = 3 PP Protection from 3 spells = 7 PP Protection from 4 spells = 15 PP Protection from 5 spells = 31 PP</p>	
Berserk Rage	2 PP, Touch
<p>Once both PP have been destroyed, the recipient then does 2 Hit Points damage with each tag until Dispelled or killed. This is not magical damage and affects magik protected/immune creatures.</p>	
Charm	3 PP, 3m
<p>Caster finishes 3 PP, names spell to recipient. The recipient must obey instructions until they are attacked by caster or friends, reduced to 1 HP or are Dispelled.</p>	
Dimension Door	4 PP, [optional arrow]
<p>Caster finishes PP and names the spell to all within hearing, and then calls “Time Out”. The Caster, and all those touching them, are then instantaneously transported, either to the Keep (or their stronghold if they are an NPC) or to the place where an arrow, thrown by the caster, lands. Once the appropriate characters have been repositioned on the “field of play” then “Time In” will be called and play will resume. NB: caster may not take another step once the spell has been named.</p>	
Dispel Magic	2 PP, Sight & Hearing
<p>After finishing both PP the caster may name the spell. Except where otherwise stated, all spells (whether already in effect or only partially completed) within sight and hearing are negated and the PP used for them wasted</p>	
Lightning Storm	3 PP, Talisman
<p>Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is affected by Lightning Bolt, and loses 3 Hit Points unless they are Protected from Magic. The effects of the Lightning Storm may not be Dispelled. NB: caster may not take another step once the spell has been named.</p>	
Mass Sleep	4 PP, Talisman
<p>Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is Affected by Sleep and must act as dead until damaged or clasped with both hands by an unaffected character and told to “Wake”. . If Statused, sleeping characters may only reply with their character and fact that they are sleeping. NB: caster may not take another step once the spell has been named.</p>	
Protect Others From Magik	1 PP, Touch
<p>Recipient is immune to the effects of the very next spell cast upon them, including “friendly spells Does not stack. May be ended by clear declaration by the recipient.</p>	

Level One Clerical Spells

Cure Light Wounds	1 PP, Touch
Caster destroys PP. When finished the recipient is healed by up to 4 HP (up to their normal HP limit). The effects of the Cure Light Wounds may not be Dispelled . Fighters (characters without any personal PP) are healed by up to 6 HP . NB: Costs 2 PP to cast on a Dwarf.	
Curse	1 PP, Sight & Hearing
Caster finishes PP names spell to victim who must thenceforth begin any Status report with <i>"I am the inept and worthless"</i>	
Hold Person	2 PP, Arrow
Caster finishes both PP and names the spell to the intended victims, then throws an arrow. All characters hit by the arrow before it comes to rest are Held and may not move until they are Dispelled or damaged. NB: caster may not take another step once the spell has been named.	
Negate Magic	1 PP, Arrow
Caster finishes PP, and names the spell to any intended victims and then throws an arrow. Anybody hit by the arrow suffers the effect of a Dispel Magic spell. NB: caster may not take another step once the spell has been named.	
Sanctuary	1 PP, Caster only
Caster names the spell and is immune to non-Magical attack until leaving sight of all enemies, or commencing an attack. NB to sanctuary others you need a potion.	
Speak with the Dead	1 PP, 3m
Caster destroys a PP and may then ask 3 Yes/No questions on one dead character. The questions must be answered truthfully	
Turn Undead	1 PP, Sight & Hearing
Caster finishes both PP and names the spell to the intended victims. All Skeletons, Zombies, and Ghouls (including friendly ones) within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again.	

Level Two Clerical Spells

Cure Heavy Wounds	2 PP, Touch
Caster destroys PP. When finished the recipient is healed by up to 10 HP (up to their normal HP limit). The effects of the Cure Heavy Wounds may not be Dispelled . Fighters (characters without any personal PP) are healed by up to 12 HP . NB: caster may not take another step once the spell has been named. NB: Costs 4 PP to cast on a Dwarf.	
Dispel Magic	2 PP, Sight & Hearing
After finishing both PP the caster may name the spell. Except where otherwise stated all spells (whether already in effect or only partially completed) within sight and hearing are negated and the PP used for them wasted.	
Divine Touch	2 PP, Arrow
Caster destroys PP and names the spell to any intended victims and then throws an Arrow, any Undead hit (even on weapons or shields) before the arrow comes to rest revert to normal dead bodies. NB: caster may not take another step once the spell has been named.	
Holy Retribution	2 PP, Arrow
Caster destroys PP and names the spell to any intended victims and may then throws an Arrow, anybody (except Dwarf) hit (even on weapons or shields) before the arrow comes to rest suffers 6 HP . Undead receive 8 HP . NB: caster may not take another step once the spell has been named.	

Hold Crowd	4 PP, Talisman
Caster finishes PP and names the spell to all intended victims, caster may not move while spraying is in progress. Anyone hit by the spray from the Talisman is Held , and may not move until they are Dispelled or damaged. NB: caster may not take another step once the spell has been named.	
Holy Word	3 PP, Sight & Hearing
Caster finishes all PP and names the spell to the intended victims. All Skeletons, Zombies, and Ghouls (including friendly ones) within sight and hearing revert to normal dead bodies. All other Undead within sight and hearing must immediately leave sight of the caster, at which time they are free to do whatever once again.	
Protection from Magic	1 PP, Caster only
Caster is immune to the effects of the very next spell cast upon them, including "friendly spells". You can interrupt casting another spell to cast this one, and then resume casting that other spell. Does not stack. May be ended by clear declaration.	
Raise Dead	3 PP, Touch
Caster finishes PP, whereby the recipient is brought back to life and is on 3 Hit Points . The effects of the Raise Dead may not be Dispelled . This spell will not work on any creature that has been animated as undead (such as by an Animate Dead spell).	