

HERO SHEET

AGE OF VIKINGS

CHARACTERISTICS

STR _____
CON _____
SIZ _____
DEX _____
INT _____
POW _____
CHA _____

ATTRIBUTES

HIT POINTS _____
MAGIC POINTS _____
HEALING RATE _____
DAMAGE MODIFIER _____
MOVEMENT RATE _____
REPUTATION _____ %
STATUS _____ %

PERSONAL

NAME _____ Nickname _____
Name Meaning _____
Spirit Animal _____
Personality Type _____
Gender _____ Age _____ Birth Year _____
Distinctive Features _____
Social Rank _____

PASSIONS

Honor _____ % ☐
Love (family) _____ % ☐
Loyalty (*goði*) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐

DEVOTIONS

_____ DP ____ / ____
_____ DP ____ / ____
_____ DP ____ / ____
_____ DP ____ / ____
_____ DP ____ / ____

MAGIC POINTS

MAX _____ CURRENT _____

HIT POINTS

MAX _____

CURRENT _____

COMBAT

MELEE WEAPONS	%	DMG	ENC	HP
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐

SHIELD	%	DMG	ENC	HP
_____	_____	_____	_____	_____ / _____ ☐

MISSILE WEAPONS	%	DMG	ENC	HP	RANGE	RATE
_____	_____	_____	_____	_____	_____	_____ ☐
_____	_____	_____	_____	_____	_____	_____ ☐

HIT LOCATIONS

Diagram of a Viking character with hit location boxes for Head, Right Arm, Left Arm, Chest, Abdomen, Right Leg, Left Leg, Armor, and Shield.

HEAD 19-20
AP ____ / ____
HP ____ / ____

RIGHT ARM 13-15
AP ____ / ____
HP ____ / ____

LEFT ARM 16-18
AP ____ / ____
HP ____ / ____

CHEST 12
AP ____ / ____
HP ____ / ____

ABDOMEN 09-11
AP ____ / ____
HP ____ / ____

RIGHT LEG 01-04
AP ____ / ____
HP ____ / ____

LEFT LEG 05-08
AP ____ / ____
HP ____ / ____

ARMOR
VALUE _____
VALUE _____

SHIELD
_____ % ☐
DAMAGE _____
HP ____ / ____

SKILLS

AGILITY

Boat (05)	_____	%	☐
Climb (40)	_____	%	☐
Dodge (DEX×2)	_____	%	☐
Jump (DEX×3)	_____	%	☐
Ride (05)	_____	%	☐
Ski (10)	_____	%	☐
Swim (15)	_____	%	☐

COMMUNICATION

Act (05)	_____	%	☐
Art (05)	_____	%	☐
Bargain (05)	_____	%	☐
Charm (15)	_____	%	☐
Dance (10)	_____	%	☐
Disguise (05)	_____	%	☐
Fast Talk (05)	_____	%	☐
Intimidate (15)	_____	%	☐
Intrigue (05)	_____	%	☐
Orate (10)	_____	%	☐
Sing (10)	_____	%	☐
Skaldic Poetry (10)	_____	%	☐
Speak Own Language (50)	_____	%	☐
Speak Other Language			
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐

KNOWLEDGE

Animal Lore (05)	_____	%	☐
Area Lore (Iceland) (20)	_____	%	☐
Area Lore (_____) (00)	_____	%	☐
Battle (10)	_____	%	☐
Customs (Norse) (25)	_____	%	☐
Customs (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
Evaluate (10)	_____	%	☐
Farm (30)	_____	%	☐
First Aid (10)	_____	%	☐
Game (15)	_____	%	☐
Herd (05)	_____	%	☐
Law (10)	_____	%	☐
Mineral Lore (05)	_____	%	☐
Myth Lore (10)	_____	%	☐
Navigate (20)	_____	%	☐
Plant Lore (05)	_____	%	☐
Read/Write (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
Shiphandling (00)	_____	%	☐
Survival (15)	_____	%	☐
Treat Disease (05)	_____	%	☐
Treat Poison (05)	_____	%	☐

MANIPULATION

Conceal (05)	_____	%	☐
Craft (_____) (10)	_____	%	☐
(_____) (10)	_____	%	☐
(_____) (10)	_____	%	☐
Devise (05)	_____	%	☐
Play Instrument (05)	_____	%	☐
Sleight (05)	_____	%	☐

MYTHIC

Go Under the Cloak (10)	_____	%	☐
Prophecy (05)	_____	%	☐
Rune Magic (00)	_____	%	☐
Second Sight (05)	_____	%	☐
Seiður Magic (00)	_____	%	☐
Worship (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐

PERCEPTION

Insight (20)	_____ %	☐
Listen (25)	_____ %	☐
Search (25)	_____ %	☐
Spot Hidden (25)	_____ %	☐
Track (05)	_____ %	☐

STEALTH

Hide (10) _____ % ☐

Move Quietly (10) _____ % ☐

MELEE WEAPONS

1H Axe (10)	_____	%	☐
2H Axe (05)	_____	%	☐
Broadsword (10)	_____	%	☐
Quarterstaff (15)	_____	%	☐
Knife (15)	_____	%	☐
Polearm (15)	_____	%	☐
Spear (15)	_____	%	☐
Shield (15)	_____	%	☐
_____ ()	_____	%	☐

MISSILE WEAPONS

Bow (10) _____ % ☐

Sling (05) _____ % ☐

Thrown Axe (10) _____ % ☐

_____ () _____ % ☐

NATURAL WEAPON

Fist (25) _____ % ☐

Grapple (25) _____ % ☐

Kick (15) _____ % ☐

FAMILY

EQUIPMENT

ITEM	ENC
Max ENC	ENC

MAX ENC	ENC
100	100
90	90
80	80
70	70
60	60
50	50
40	40
30	30
20	20
10	10
0	0