

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:

- 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 ____ / ____

EQUIPMENT

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) _____ % ☐

ITEM

ENC

[illegible]

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