

Hellenistika Character Sheet

Name / Epithet			Deities		
Lifeblood	Advancement Points	Hero Points	Craft Points (Alchemist)	Fate Points (Priest, Shaman)	Power Points (Spellcaster)
Attributes Distribute 6 points to start		Arts of War Distribute 7 points to start		Portrait	
Agility <small>(Max = 5, Max @ Start=3)</small>		Combat, Armed <small>(Max = 5, Max @ Start=3)</small>			
Appeal <small>(Max = 5, Max @ Start=3)</small>		Combat, Ranged <small>(Max = 5, Max @ Start=3)</small>			
Mind <small>(Max = 5, Max @ Start=3)</small>		Combat, Unarmed <small>(Max = 5, Max @ Start=3)</small>			
Strength <small>(Max = 5, Max @ Start=3)</small>		Defense <small>(Max = 5, Max @ Start=3)</small>			
Careers Spend 8 Career Ranks on 5 Careers; Max = 4 in a single Career		Initiative <small>(Max = 5, Max @ Start=3)</small>			
Career Name	#	Boons / Flaws / Notes			

Basic Task Resolution = 2d12 + Attribute + (Combat Skill OR Career) + Mods			
Automatic Failure	Failure	Success	Automatic Success
2 - 3	4 - 15	16 - 22	23 - 24

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Movement

Base Move (25 ft + 5 ft / Agility)	Running (Base Move x 2)	Sprinting (Base Move x 4)
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Weapon	Range Increment	Damage	Notes

Notes

Basic Task Resolution = 2d12 + Attribute + (Combat Skill OR Career) + Mods

Automatic Failure	Failure	Success	Automatic Success
2 - 3	4 - 15	16 - 22	23 - 24