

Character _____
 Player _____
 Campaign _____
 Race _____ Gender _____
 Age _____ Preference _____
 Concept _____
 Spent XP _____ Unspent XP _____

IDIOSYNCRASIES

Name _____ XP Value _____

Chain of Being™

THE FANTASY ROLEPLAYING GAME OF EPIC ABSURDITY

IDENTITY

MORTAL CHARACTER SHEET - SIMPLE

RENAISSANCE POINTS

1
2
3
4
5
6
7
8
9
10

PROFICIENCIES

Ability	Rating	Race	Total
Prowess	_____	_____	_____
Maneuver	_____	_____	_____
Resolve	_____	_____	_____
Intuition	_____	_____	_____
Eloquence	_____	_____	_____
Intellect	_____	_____	_____
Vision	_____	_____	_____
Presence	_____	_____	_____

APPEARANCE

Hair _____ Height _____
 Eyes _____ Weight _____
 Attractiveness _____

BACKGROUND, PERSONALITY & ECCENTRICITIES

Deities Worshipped: _____

FREQUENTLY PERFORMED ACTIONS

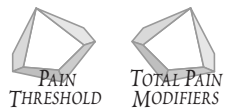
Name	Proficiency	Modifier	Total
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=

SPELLS

C/I	Spell Name	Drain	Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WOUNDS

Wound & Location	Type	Severity	DC / Use Penalty	Pain Modifier
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____



MAGICAL & PARANORMAL THRESHOLDS

Wellspring(s)	Powering Threshold	Total Drain Modifiers	Magic Penalty
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=

NON-DAMAGE EFFECT THRESHOLDS

Effect	Threshold	Modifiers	Penalty
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=
_____	+	_____	=

MORTAL CHARACTER SHEET - STANDARD

Character _____
 Player _____
 Campaign _____
 Race _____ Gender _____
 Age _____ Preference _____
 Concept _____
 Spent XP _____ Unspent XP _____

IDIOSYNCRASIES

Name _____ XP Value _____

RENAISSANCE POINTS

1 2 3 4 5 6 7 8 9 10

PROFICIENCIES

Ability / Capability	Rating	Race	Total
Prowess	_____	_____	_____
Grappling	_____	_____	_____
Strength	_____	_____	_____
Swinging	_____	_____	_____
Thrusting	_____	_____	_____
Maneuver	_____	_____	_____
Agility	_____	_____	_____
Aiming	_____	_____	_____
Dexterity	_____	_____	_____
Wits	_____	_____	_____
Resolve	_____	_____	_____
Concentration	_____	_____	_____
Endurance	_____	_____	_____
Evocation	_____	_____	_____
Resilience	_____	_____	_____
Intuition	_____	_____	_____
Awareness	_____	_____	_____
Instinct	_____	_____	_____
Savvy	_____	_____	_____
Wisdom	_____	_____	_____
Eloquence	_____	_____	_____
Creativity	_____	_____	_____
Elocution	_____	_____	_____
Emoting	_____	_____	_____
Subterfuge	_____	_____	_____
Intellect	_____	_____	_____
Crafting	_____	_____	_____
Inventiveness	_____	_____	_____
Erudition	_____	_____	_____
Reasoning	_____	_____	_____
Vision	_____	_____	_____
Aether	_____	_____	_____
Cosmos	_____	_____	_____
Force	_____	_____	_____
Matter	_____	_____	_____
Presence	_____	_____	_____
Aether	_____	_____	_____
Cosmos	_____	_____	_____
Force	_____	_____	_____
Matter	_____	_____	_____

APPEARANCE

 Hair _____ Height _____
 Eyes _____ Weight _____
 Attractiveness _____

BACKGROUND, PERSONALITY & ECCENTRICITIES



Deities Worshipped: _____

SPELLS

C / I	Spell Name	Drain	Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WOUNDS

Wound & Location	Type	Severity	DC / Use Penalty	Pain Modifier
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

 PAIN THRESHOLD  TOTAL PAIN MODIFIERS

 PAIN PENALTY

MAGICAL & PARANORMAL THRESHOLDS

Wellspring(s)	Powering Threshold	Total Drain Modifiers	Magic Penalty
Art & Method	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NON-DAMAGE EFFECT THRESHOLDS

Effect	Threshold	Modifiers	Penalty
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Character _____
 Player _____
 Campaign _____
 Race _____ Gender _____
 Age _____ Preference _____
 Concept _____
 Spent XP _____ Unspent XP _____

RENAISSANCE POINTS

1 2 3 4 5 6 7 8 9 10
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

PROFICIENCIES

Ability / Capability / Skill _____ Proficiency _____

IDIOSYNCRASIES

Name _____ XP Value _____

Chain of Being™
 THE FANTASY ROLEPLAYING GAME OF EPIC ABSURDITY
 IDENTITY

MORTAL CHARACTER SHEET - EXTENDED

APPEARANCE

Hair _____ Height _____
 Eyes _____ Weight _____
 Attractiveness _____

BACKGROUND, PERSONALITY & ECCENTRICITIES

Deities Worshipped: _____

SPELLS

C / I	Spell Name	Drain	Page
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WOUNDS

Wound & Location	Type	Severity	DC / Use Penalty	Pain Modifier
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____



MAGICAL & PARANORMAL THRESHOLDS

Wellspring(s)	Powering Threshold	Total Drain Modifiers	Magic Penalty
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NON-DAMAGE EFFECT THRESHOLDS

Effect	Threshold	Modifiers	Penalty
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ARMOR

Armor Name, Coverage & Material	B/E/R/P	P/E/C/T	Total Penalty
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____


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INVENTORY

WEAPONS

Weapon Name	Action	Length Modifier	Proficiency	Weapon Modifier	Other Modifiers	Lift Penalty	Total
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____
_____	_____	_____	_____	+	+	+	= _____

CHECK MODIFIERS	
+2 Unhard	-2 Tricky
+4 Easy	-4 Tough
+8 Simple	-8 Daunting
+16 Instinctive	-16 Ludicrous

SUCCESS LEVELS	DAMAGE LEVELS
1 Minimal	1 Minor
2 Complete	2 Moderate
4 Excellent	4 Major
8 Phenomenal	8 Severe
16 Fantastical	16 Excessive

MUNDANE ITEMS

Item Name	Quantity	Location / Weight
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

AMMUNITION

Type	Quantity
_____	_____
_____	_____
_____	_____
_____	_____

VALUABLES

Type	Quantity
_____	_____
_____	_____
_____	_____
_____	_____

CONSUMABLE ITEMS & OTHER EXHAUSTIBLES

Item Name	Doses / Uses	Location / Weight
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

MAGICAL ITEMS

Item Name	Effect(s)	Charges	Location / Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

MORTAL ABILITREE WORKSHEET

FOR THE EXTENDED MORTAL CHARACTER SHEET

Character _____

Prowess	
<input type="checkbox"/> Grappling	RP <input type="checkbox"/>
<input type="checkbox"/> Hooking	<input type="checkbox"/>
<input type="checkbox"/> Lashing	<input type="checkbox"/>
<input type="checkbox"/> Toppling	<input type="checkbox"/>
<input type="checkbox"/> Wrestling	<input type="checkbox"/>
Strength	
<input type="checkbox"/> Grasping	<input type="checkbox"/>
<input type="checkbox"/> Forcing	<input type="checkbox"/>
<input type="checkbox"/> Lifting	<input type="checkbox"/>
<input type="checkbox"/> Toting	<input type="checkbox"/>
Swinging	
<input type="checkbox"/> Chopping	<input type="checkbox"/>
<input type="checkbox"/> Sweeping	<input type="checkbox"/>
<input type="checkbox"/> Swiping	<input type="checkbox"/>
<input type="checkbox"/> Whacking	<input type="checkbox"/>
Thrusting	
<input type="checkbox"/> Jabbing	<input type="checkbox"/>
<input type="checkbox"/> Shoving	<input type="checkbox"/>
<input type="checkbox"/> Stabbing	<input type="checkbox"/>
<input type="checkbox"/> Striking	<input type="checkbox"/>

Maneuver	
<input type="checkbox"/> Agility	RP <input type="checkbox"/>
<input type="checkbox"/> Climbing	<input type="checkbox"/>
<input type="checkbox"/> Flying	<input type="checkbox"/>
<input type="checkbox"/> Running	<input type="checkbox"/>
<input type="checkbox"/> Swimming	<input type="checkbox"/>
Aiming	
<input type="checkbox"/> Launching	<input type="checkbox"/>
<input type="checkbox"/> Shooting	<input type="checkbox"/>
<input type="checkbox"/> Slinging	<input type="checkbox"/>
<input type="checkbox"/> Throwing	<input type="checkbox"/>
Dexterity	
<input type="checkbox"/> Balance	<input type="checkbox"/>
<input type="checkbox"/> Contorting	<input type="checkbox"/>
<input type="checkbox"/> Sneaking	<input type="checkbox"/>
<input type="checkbox"/> Tinkering	<input type="checkbox"/>
Wits	
<input type="checkbox"/> Dodging	<input type="checkbox"/>
<input type="checkbox"/> Initiating	<input type="checkbox"/>
<input type="checkbox"/> Parrying	<input type="checkbox"/>
<input type="checkbox"/> Prestidigitating	<input type="checkbox"/>

Resolve	
<input type="checkbox"/> Concentration	RP <input type="checkbox"/>
<input type="checkbox"/> Resisting Distraction	<input type="checkbox"/>
<input type="checkbox"/> Resisting Fatigue	<input type="checkbox"/>
<input type="checkbox"/> Resisting Pain	<input type="checkbox"/>
<input type="checkbox"/> Resisting Urges	<input type="checkbox"/>
Endurance	
<input type="checkbox"/> Resisting Disease	<input type="checkbox"/>
<input type="checkbox"/> Resisting Exposure	<input type="checkbox"/>
<input type="checkbox"/> Resisting Injury	<input type="checkbox"/>
<input type="checkbox"/> Resisting Poison	<input type="checkbox"/>
Evocation	
<input type="checkbox"/> Using Abraxases	<input type="checkbox"/>
<input type="checkbox"/> Using Fetishes	<input type="checkbox"/>
<input type="checkbox"/> Using Relics	<input type="checkbox"/>
<input type="checkbox"/> Using Talismans	<input type="checkbox"/>
Resilience	
<input type="checkbox"/> Body Resilience	<input type="checkbox"/>
<input type="checkbox"/> Brain Resilience	<input type="checkbox"/>
<input type="checkbox"/> Mind Resilience	<input type="checkbox"/>
<input type="checkbox"/> Soul Resilience	<input type="checkbox"/>

Intuition	
<input type="checkbox"/> Awareness	RP <input type="checkbox"/>
<input type="checkbox"/> Alertness	<input type="checkbox"/>
<input type="checkbox"/> Appraisal	<input type="checkbox"/>
<input type="checkbox"/> Describing	<input type="checkbox"/>
<input type="checkbox"/> Searching	<input type="checkbox"/>
Instinct	
<input type="checkbox"/> Animalism	<input type="checkbox"/>
<input type="checkbox"/> Herbalism	<input type="checkbox"/>
<input type="checkbox"/> Navigation	<input type="checkbox"/>
<input type="checkbox"/> Tracking	<input type="checkbox"/>
Savvy	
<input type="checkbox"/> Connections	<input type="checkbox"/>
<input type="checkbox"/> Discernment	<input type="checkbox"/>
<input type="checkbox"/> Gaming	<input type="checkbox"/>
<input type="checkbox"/> Psychology	<input type="checkbox"/>
Wisdom	
<input type="checkbox"/> Cosmology	<input type="checkbox"/>
<input type="checkbox"/> Culture	<input type="checkbox"/>
<input type="checkbox"/> Legends	<input type="checkbox"/>
<input type="checkbox"/> Politics	<input type="checkbox"/>

Eloquence	
<input type="checkbox"/> Creativity	RP <input type="checkbox"/>
<input type="checkbox"/> Literature	<input type="checkbox"/>
<input type="checkbox"/> Music	<input type="checkbox"/>
<input type="checkbox"/> Performance	<input type="checkbox"/>
<input type="checkbox"/> Visual Art	<input type="checkbox"/>
Elocution	
<input type="checkbox"/> Composition	<input type="checkbox"/>
<input type="checkbox"/> Enticement	<input type="checkbox"/>
<input type="checkbox"/> Instructing	<input type="checkbox"/>
<input type="checkbox"/> Persuading	<input type="checkbox"/>
Emoting	
<input type="checkbox"/> Acting	<input type="checkbox"/>
<input type="checkbox"/> Intimidation	<input type="checkbox"/>
<input type="checkbox"/> Seduction	<input type="checkbox"/>
<input type="checkbox"/> Treatment	<input type="checkbox"/>
Subterfuge	
<input type="checkbox"/> Disguise	<input type="checkbox"/>
<input type="checkbox"/> Entrancing	<input type="checkbox"/>
<input type="checkbox"/> Mimicry	<input type="checkbox"/>
<input type="checkbox"/> Signaling	<input type="checkbox"/>

Intellect	
<input type="checkbox"/> Crafting	RP <input type="checkbox"/>
<input type="checkbox"/> Assembling	<input type="checkbox"/>
<input type="checkbox"/> Carving	<input type="checkbox"/>
<input type="checkbox"/> Molding	<input type="checkbox"/>
<input type="checkbox"/> Textiles	<input type="checkbox"/>
Inventiveness	
<input type="checkbox"/> Chemistry	<input type="checkbox"/>
<input type="checkbox"/> Comestibles	<input type="checkbox"/>
<input type="checkbox"/> Mechanisms	<input type="checkbox"/>
<input type="checkbox"/> Structures	<input type="checkbox"/>
Erudition	
<input type="checkbox"/> Linguistics	<input type="checkbox"/>
<input type="checkbox"/> Medicine	<input type="checkbox"/>
<input type="checkbox"/> Memory	<input type="checkbox"/>
<input type="checkbox"/> Theory	<input type="checkbox"/>
Reasoning	
<input type="checkbox"/> Investigation	<input type="checkbox"/>
<input type="checkbox"/> Logic	<input type="checkbox"/>
<input type="checkbox"/> Mathematics	<input type="checkbox"/>
<input type="checkbox"/> Research	<input type="checkbox"/>

Vision	
<input type="checkbox"/> Aether	RP <input type="checkbox"/>
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Cosmos	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Force	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Matter	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>

Presence	
<input type="checkbox"/> Aether	RP <input type="checkbox"/>
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Cosmos	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Force	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>
Matter	
<input type="checkbox"/> Activating	<input type="checkbox"/>
<input type="checkbox"/> Blocking	<input type="checkbox"/>
<input type="checkbox"/> Infusing	<input type="checkbox"/>
<input type="checkbox"/> Powering	<input type="checkbox"/>