Non-Narrative Campaigns

Character Sheet

NAME:

XP:

FACTION ALIGMENT:

LEVEL:

FACTION:

CLASS:

VICTORY POINTS:

OFFENSIVE ARMY SIZE:

DEFENSIVE ARMY SIZE:

RESSOURCES

Food

Limestone

Wood

Bamboo

Ore

Clay

Copper

Gold:

FACTION TRAITS

Level 1 Trait:	
Level 3 Trait:	
Level 5 Trait:	

MOVEMENT

Mountain:	
Desert:	
Grassland/Plain:	
Hills:	
Snow:	
Water:	
Forest:	
Swamp:	
Road:	

SOVEREIGNTY DICE POOL:

CLASS ASPECT

Aspect	Tier / Effect

DIPLOMATIC RELATIONS

Faction	Relationship