

Engines & Empires • Character Record Sheet

Player: _____
 Referee: _____
 Campaign: _____

Character Name: _____
 Character Class: _____
 Experience Level: _____

XP Total: _____

Next Level: _____

Prime Requisite: _____

XP Adjust: _____

Attribute Scores

Valor
 Fortune
 Wits
 Presence

Modifiers

_____ Mêlée, Hit Points
 _____ Missile, Hit Points
 _____ Saving Throws
 _____ Reactions, Morale

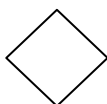
Skill Ranks

●○○○ Athletics	●○○○ Entertain	●○○○ Perception
●○○○ Civics	●○○○ Knowledge	●○○○ Pilot
●○○○ Craft	●○○○ Medicine	●○○○ Stealth
●○○○ Diplomacy	●○○○ Outdoors	●○○○ Trade

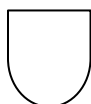
Combat Statistics

To-Hit Bonus: _____
 Hand-to-Hand: _____
 Missile-Fire: _____

Saving Throw



Armor Class



Hit Points

Equipment Carried

Each cell = 1 kg = 2½ lbs. of encumbrance.

<i>Load:</i> Lightly Encumbered <i>Move:</i> 40' per round (120' per turn) <i>Travel:</i> 24 miles (8 leagues) per day <i>Skills:</i> No penalty	<i>Load:</i> Moderately Encumbered <i>Move:</i> 30' per round (90' per turn) <i>Travel:</i> 18 miles (6 leagues) per day <i>Skills:</i> -1 on Athletics and Stealth	<i>Load:</i> Heavily Encumbered <i>Move:</i> 20' per round (60' per turn) <i>Travel:</i> 12 miles (4 leagues) per day <i>Skills:</i> -2 on Athletics and Stealth	<i>Load:</i> Severely Encumbered <i>Move:</i> 10' per round (30' per turn) <i>Travel:</i> 6 miles (2 leagues) per day <i>Skills:</i> -4 on Athletics and Stealth

Non-Encumbering Items

Possessions Kept at Home

Special Class Abilities

REFEREE'S RECORD SHEET

Hourly Turn Tracker

(Check for wandering monsters when marking off dotted circles.)

___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○

___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○
___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○	___ ○●○○●○○○

Party Roster & Marching Order

Monster Stats & XP Tally

Engines & Empires • Character Record Sheet

Player: _____

Character Name: _____

Campaign: _____

Referer: _____

Character Class: Centaur

Experience Level: _____

Attributes

Modifiers

Skill Ranks

Special Abilities

Valor

Mêlée, Hit Points

●○○○ Athletics

●○○○ Entertain

●○○○ Perception

Fortune

Missile, Hit Points

●○○○ Civics

●○○○ Knowledge

●○○○ Pilot

Wits

Saving Throws

●○○○ Craft

●○○○ Medicine

●○○○ Stealth

Presence

Reactions, Morale

●○○○ Diplomacy

●○○○ Outdoors

●○○○ Trade

Quick March /adventure
Soldier On — hp /adv.
Horse Hooves: Lance Charge
[4th Level:] Augury 1/week

Combat Statistics

Saving Throw

Armor Class

Hit Points

Experience Points:

To-Hit Bonus: _____

XP for Next Level: _____

Base Mêlée: _____



Prime Requisite Attributes: Valor & Acumen

Base Missile: _____



XP Adjustment per Award: _____

Equipment Carried

(Each cell = 1 kg = 2½ lbs. = 100 coins of encumbrance)

<i>Unencumbered:</i> Move 50' (150'), Travel 10 leagues/day, ATH & STE -0	<i>Lightly Encumbered:</i> Move 40' (120'), Travel 8 leagues/day, ATH & STE -0	<i>Moderately Encumbered:</i> Move 30' (90'), Travel 6 leagues/day, ATH & STE -1	<i>Heavily Encumbered:</i> Move 20' (60'), Travel 4 leagues/day, ATH & STE -2	<i>Severely Encumbered:</i> Move 10' (30'), Travel 2 leagues/day, ATH & STE -4

Non-Encumbering Items: _____

Other Possessions: _____

Errata: Engines & Empires Core Rules

This document updates the *Engines & Empires Core Rules* (2nd Edition), DriveThruRPG.com print edition. All errata are incorporated into the digital download edition and the Lulu.com print edition as of 2/14/21.

Pg. 114

In the fifth paragraph on the left column, "A monster's Saving Throw value..." now reads, "A monster's Saving Throw value is given on the table and advances in steps of three monster hit dice at a time."

On the table at the top of the right column, the heading "AB" (Attack Bonus) is now "THB" (To-Hit Bonus).

Pg. 163

The hyphen has been removed from the word "poison" in the last paragraph of the dullachan monster entry, at the bottom of the left column.