



Neo Odyssey

CHARACTER SHEETS:

EXAMPLES AND BLANKS

TABLETOP ROLEPLAYING GAME



Questwood

This resource provides a guided walkthrough of the default character sheet, explaining each section and how to use it in play. It also includes play-ready characters for immediate use and blank templates for creating your own.

TOC

Personal	4	Story.....	12
journal	6	Notes	14
Physical	8	Play Ready Characters	16
Storage	10	Character Sheets	59

LEGAL

Acknowledgments

A game with so many components took a great deal of time and collaboration from many hardworking individuals who took time out of their busy schedules to see this project brought to life.

These people developed, tested, and refined the rules through many sessions over the years. Each brought invaluable expertise – editing, artwork, knowledge, and crazy ideas.

Lastly, we are unbelievably grateful to anyone who plays this game and supports the work we have done. Thank you all, adventure on, and enjoy the game!

Copyright

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[Name(s)]

Created on:

[Date]

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INTRODUCTION

In the top-right of each page, is a label indicating its purpose during play.

Personal

Core identity and day-to-day reference for play, this page captures your character's attributes, proficiencies, and awareness, along with reputation and personal motivations. It tracks inspiration, goals, connections, languages, and experience, while also providing space for minor abilities and long-term tasks that shape progression and decision-making.

Journal

This page serves as the active play reference for abilities, containing your sleights, spells, and stunts along with their costs, difficulty, and effects. It also includes mastery progression, range and output references, and space for temporary modifiers and notes, making it the central hub for ability use and tracking during sessions.

Physical

Focused on combat and survivability, this page tracks your defenses, movement, weapons, and mastery, along with core health, armor, and resource values. It also records resistances, conditions, and active effects, alongside

talents and defining features that influence how your character performs in encounters.

Storage

This page manages your character's possessions and resources, including currency, inventory, equipped gear, and categorized items. It also holds important story items, lifestyle indicators, and space for rituals, ensuring both mechanical tracking and narrative significance of what your character carries.

Story

Dedicated to narrative identity, this page defines who your character is through their background, appearance, purpose, principles, and relationships. It captures personal history and motivations, providing context for roleplay and guiding how the character evolves within the world.

Notes

A flexible record of ongoing play, this page captures key highlights, current missions, and broader campaign developments. It serves as a running log of events, decisions, and discoveries, helping maintain continuity and reference across sessions.

PERSONAL

1. Perception

Record the name of the highest attribute; used as the default reference for awareness and detection.

2. Attributes

Record modifier in the bubble and score in the box; capacity modifier is written to the right of the slash and used for limits.

3. Proficiencies

Record as checked or marked skills; referenced when making skill checks for applicable bonuses.

4. Inspiration

Record as points or ticks; gained through play and spent to influence rolls or outcomes.

5. Reputation / Promise

Record Reputation from background(s) on its track; write Promise as a short statement used when staking reputation.

6. Inspiring Tasks

Record each task as a short entry with a checkbox; mark when complete to gain Inspiration.

7. Tricks

Record a short name and brief description (e.g., Lockpicking — bypass simple locks); used as quick-reference abilities.

8. Connections

Record name, brief description or reference, and any roll modifier tied to the connection.

9. Languages

Record language name and family; used to determine communication.

10. Experience (XP)

Record current level, total XP, XP threshold, and remaining development points; note the “worthy challenge” as the active goal.

11. Complex Task

Record task type, reward, and refresh progression; track prog1, prog2, and ongoing count

Perception: 1 _____

Personal

2

TOU

- Athletics
- Balance
- Hunting

AGI

- Evasion
- Pilfering
- Spellcraft

FOC

- Investigation
- Linguistics
- Training

REA

- Alchemy
- Artistry
- Crafting

BEL

- Divination
- Medicine
- Religion

COO

- Influence
- Performance
- Society

4

Inspiration

Reputation

Lawful	Unlawful		Promise
<input type="text"/>	<input type="text"/>	= 0	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>
Fame	Infamy	= 0	
<small>Lawful</small> Orderly (Fame)	<input type="text"/>		
Disorderly (Infamy)	<input type="text"/>		
<small>Unlawful</small> Moral (Fame)	<input type="text"/>		
Immoral (Infamy)	<input type="text"/>		

Inspiring Tasks

◇	
◇	
◇	
◇	
◇	

Tricks

Name	Description

Connections

Name	Description	Bonus

Languages

Name	Family

Experience

Level	Current XP	Next XP Threshold	DPs
Worthy Challenge			

Complex Task

Type	Reward

RTs Past

Progress #1

Progress #2

RTs Needed

JOURNAL

1. Refresh Period

Record labeled timeframes for vigor, repairs, and resets (e.g., Turn, Encounter, Rest); used to track recovery.

2. Modifications / Notes

Record temporary modifiers affecting abilities; update or erase as conditions change.

3. Masteries (Sleight, Spell, and Stunts)

Record ranks or tiers for abilities; used to determine scaling and effectiveness.

4. Spell Ranges

Nothing recorded; reference table when spending vigor to extend range.

5. Spell Outputs

Nothing recorded; reference table when spending vigor to modify targets or area.

6. Sleights, Spells, and Stunts

Record abilities with key fields (name, cost, DC, tier, effect); used as the main action reference.

PHYSICAL

1. Class / Kin / Origin

Record selected labels; defines role, ancestry, and background.

2. Defensive Mastery (Avoid / Brace)

Record Avoid as mastery rank and Brace as die from tier; both limited by armor.

3. Weapon Mastery

Record rank per weapon category; applied when resolving attacks.

4. Weapons

Record item name and stats: hit (mastery), damage source, damage roll, grade (5-digit), and properties; include comfort if needed.

5. Movement

Record speed as a tagged value and number; represents added distance per action.

6. Level Bonus / Penalty

Record current level bonus and any penalties as numeric modifiers; applied broadly to rolls, scaling, or derived values.

7. THP / Armor Points (AP) / Body / Will

Record current values in large fields and maximums in boxes; adjust continuously during play.

8. Temp / Vigor

Record expendable and temporary values; spent and recovered based on abilities.

9. Size

Record category or value; used for reach and interaction.

10. Resistances & Vulnerabilities

Record each type with its modifier; applied when taking damage.

11. Active Boons

Record current positive effects with short notes or durations; remove when expired.

12. Active Conditions

Record negative states with brief notes or timers; clear when resolved.

13. Talents & Features

Record all passive traits and abilities, including ancestry, heritage, and lineage.

Class(es): 1 Kin: _____ Origin: _____

Def. Mastery Rank Avoid Brace 2

Def. Mastery Rank Avoid Brace

Weapon Mastery		
Name	Tier	Rank
3		

5 Movement: (FT)

Bonus (LB) 6 Penalty (LP)

Weapons					
Name (Primary)			Name (Secondary)		
Grade	Hit	Dmg	Grade	Hit	Dmg
Mastery [Distance]		Source	Mastery [Distance]		Source
Other			Other		
4					

Physical

7 THP

AP

Body

Will

8 Temp.

Vigor

Talents & Other Features
13

Size	
Scale	<input type="text"/> 9
Build	<input type="text"/>
Stature	<input type="text"/>
Weight	<input type="text"/>
Height	<input type="text"/>

Res. & Vun.	
Source	Mod
10	

Active Boons	
Keyword - Type	Intensity
11	

Active Conditions	
Keyword - Type	Intensity
12	

STORAGE

1. Lifestyle / Power Rating

Record Lifestyle name; power rating is a numeric value (typically $5 \times$ Level Bonus).

2. Story Items

Record named items with brief notes; represent unique or narrative objects.

3. Currency (PC, GC, SC, CC, BC)

Record totals for each type; update during transactions.

4. Category Quantities

Nothing recorded; reference table for item limits per category.

5. Other Treasure

Record additional valuables, such as gems or stones.

6. Outfit

Record equipped items by slot with Power Rating (PR); PR adds to the label.

7. Inventory

Record items by slot: first 5 Readied (a. green), next 7 Stowed (b. blue), 3 Stowed Encumbered (c. red); include name and category.

8. Rituals

Record Ritual name, requirements, and effects; used for prepared actions.

STORY

1. Age / Category / Lifespan

Record age and category labels; provides narrative context.

2. Background (Creed, Upbringing, Backstory)

Record **Creed** and **Upbringing** labels; optional short backstory for detail.

3. Portrait

Draw an Illustration of the character.

4. Appearance

Record key physical traits or descriptors.

5. Purpose

Record a clear goal statement; guides decisions.

6. Principles

Record short belief statements; shapes behavior.

7. Relationships

Record name, relation, and brief description for each connection.

8. Personality

Record traits as short phrases or keywords.



Age: _____ Category (Range): _____ **1** Lifespan: _____

Story

Background

Creed: _____ **2** Upbringing: _____

Backstory

3

Appearance

Eyes		Depiction 4
Hair		
Skin		

Purpose

5

Principles

6

Relationships

Name	Relationship	Description
		7

Personality

8

NOTES

1. Character / Player Name

Record names clearly for identification.

2. Highlights

Record short bullet points of key moments.

3. Mission

Record current objectives as concise statements.

4. Campaign Notes

Record ongoing events and discoveries as short entries.



Character Name: _____

1

Player Name: _____

Notes

Highlights

2

Mission

3

Campaign Notes

4

Play-Ready Characters

[Artwork]

[Artwork]







[Artwork]

[Artwork]

[Artwork]

[Artwork]

Character Sheets

 TOU <input type="text"/>	 AGI <input type="text"/>	 FOC <input type="text"/>	 REA <input type="text"/>	 BEL <input type="text"/>	 COO <input type="text"/>
<input type="checkbox"/> Athletics <input type="checkbox"/> Balance <input type="checkbox"/> Hunting	<input type="checkbox"/> Evasion <input type="checkbox"/> Pilfering <input type="checkbox"/> Spellcraft	<input type="checkbox"/> Investigation <input type="checkbox"/> Linguistics <input type="checkbox"/> Training	<input type="checkbox"/> Alchemy <input type="checkbox"/> Artistry <input type="checkbox"/> Crafting	<input type="checkbox"/> Divination <input type="checkbox"/> Medicine <input type="checkbox"/> Religion	<input type="checkbox"/> Influence <input type="checkbox"/> Performance <input type="checkbox"/> Society


Inspiration

Reputation

Lawful	Unlawful	Promise
<input type="text"/>	<input type="text"/>	<div style="border: 1px solid gray; height: 150px; width: 100%;"></div>
= 0		
Fame	Infamy	
<input type="text"/>	<input type="text"/>	
= 0		
<hr style="border-top: 1px dashed gray;"/>		
<i>Lawful</i>		
Orderly (Fame)	<input type="text"/>	
Disorderly (Infamy)	<input type="text"/>	
<hr style="border-top: 1px dashed gray;"/>		
<i>Unlawful</i>		
Moral (Fame)	<input type="text"/>	
Immoral (Infamy)	<input type="text"/>	

Inspiring Tasks

- ◇
- ◇
- ◇
- ◇
- ◇
- ◇

Tricks

Name	Description

Connections

Name	Description	Bonus

Languages

Name	Family

Experience

Level	Current XP	Next XP Threshold	DPs
Worthy Challenge			

Complex Task

Type	Reward

RTs Past

Progress #1

Progress #2

RTs Needed

Background

Creed: _____ Upbringing: _____

Backstory

Backstory
<div style="background-color: #e0e0e0; border: 1px solid black; padding: 5px;"> Creed: _____ Upbringing: _____ </div>
(Grid area for backstory)

Appearance

Eyes		<u>Depiction</u>	
Hair			
Skin			

Purpose**Principles****Relationships**

Name	Relationship	Description

Personality



Character Name: _____

Player Name: _____

Notes

Highlights

A rectangular area with a white background and a light gray grid pattern, intended for writing highlights.

Mission

A rectangular area with a white background and a light gray grid pattern, intended for writing mission details.

Campaign Notes

A large rectangular area with a white background and a light gray grid pattern, intended for writing campaign notes.

Background

Creed: _____ Upbringing: _____

Backstory

Backstory	
-----------	--

Appearance

Eyes		<u>Depiction</u>	
Hair			
Skin			

Purpose**Principles****Relationships**

Name	Relationship	Description

Personality



Character Name: _____

Player Name: _____

Notes

Highlights

A rectangular area with a white background and a light gray grid pattern, intended for writing highlights.

Mission

A rectangular area with a white background and a light gray grid pattern, intended for writing mission details.

Campaign Notes

A large rectangular area with a white background and a light gray grid pattern, intended for writing campaign notes.

 Athletics	 Evasion	 Investigation	 Alchemy	 Divination	 Influence
 Balance	 Pilfering	 Linguistics	 Artistry	 Medicine	 Performance
 Hunting	 Spellcraft	 Training	 Crafting	 Religion	 Society

Inspiration

Reputation

Lawful	Unlawful	Promise
<input type="text"/> + <input type="text"/> = 0	<input type="text"/> + <input type="text"/> = 0	
Fame	Infamy	
<input type="text"/> + <input type="text"/> = 0	<input type="text"/> + <input type="text"/> = 0	
<i>Lawful</i>		
Orderly (Fame)	<input type="text"/>	
Disorderly (Infamy)	<input type="text"/>	
<i>Unlawful</i>		
Moral (Fame)	<input type="text"/>	
Immoral (Infamy)	<input type="text"/>	

Inspiring Tasks

- ◇
- ◇
- ◇
- ◇
- ◇
- ◇

Tricks

Name	Description

Connections

Name	Description	Bonus

Languages

Name	Family

Experience

Level	Current XP	Next XP Threshold	DPs

Worthy Challenge

Complex Task

Type	Reward	RTs Past
		<input type="text"/>
		Progress #1 <input type="text"/>
		Progress #2 <input type="text"/>
		RTs Needed <input type="text"/>

Background

Creed: _____ Upbringing: _____

Backstory

Grid area for Background Backstory.

Large empty box for Story.

Appearance

Eyes		<u>Depiction</u>
Hair		
Skin		

Purpose

Grid area for Purpose.

Principles

Grid area for Principles.

Relationships

Name	Relationship	Description

Personality

Grid area for Personality.



Character Name: _____

Player Name: _____

Notes

Highlights

A rectangular area with a light blue grid background, intended for recording highlights.

Mission

A rectangular area with a light blue grid background, intended for recording mission details.

Campaign Notes

A large rectangular area with a light blue grid background, intended for recording campaign notes.

Background

Creed: _____ Upbringing: _____

Backstory

Grid area for Backstory.

Large empty box for drawing or notes.

Appearance

Eyes		<u>Depiction</u>
Hair		
Skin		

Purpose

Grid area for Purpose.

Principles

Grid area for Principles.

Relationships

Name	Relationship	Description
Vertical dashed line.	Vertical dashed line.	Grid area for Relationships.

Personality

Grid area for Personality.



Character Name: _____

Player Name: _____

Notes

Highlights

Mission

Campaign Notes

