

- Write your character's name at the top of the page.
- Write your own name on the character sheet.
- Choose your character's gender and write it in the correct space.
- Roll 3D6 for the characteristics Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Charisma (CHA). Enter the results in the appropriate places on your character sheet.
- Roll 2D6+6 for the Intelligence (INT) and Size (SIZ) characteristics.
- Redistribute up to 3 points between your characteristics. No characteristic can begin at more than 21 points.

**OPTIONS: Choosing Characteristic Values** (page 10), **Higher Starting Characteristics** (page 10), **Education** (page 19), **Cultural Modifiers** (page 32), **Creatures as Player Characters** (page 222), **Point-based Character Creation** (page 17).

- **Magic** (page 55)
- **Mutations** (page 65)
- **Psychic Abilities** (page 70)
- **Sorcery** (page 78)
- **Super Powers** (page 90)

- For every full 10 years added to the above allot another 20, 30, or 40 professional skill points (based on campaign level); a fraction of years below 10 does not qualify.
- For every year below the minimum age (18) described above, subtract 20, 30, or 40 skill points (based on campaign level) from professional skill points.
- For every 10 years above 40 (starting at age 50), subtract 1 point from one of the following (your choice): STR, CON, DEX, or CHA. For every 10 years above 70 (starting at age 80), subtract 1 from three of these characteristics.
- For every year below the minimum age, subtract 1 point from one characteristic of your choice. These can be gained through play (experience), training, or gradually through natural means.

**OPTION: Education** (page 19)

- **STR** x 5 for Effort.
  - **CON** x 5 for Stamina.
  - **INT** x 5 for Idea.
  - **POW** x 5 for Luck.
  - **DEX** x 5 for Agility.
  - **CHA** x 5 for Charisma.
- OPTION:** Knowledge Roll (page 19)

The back of the character sheet has places for additional descriptive or background elements. Fill out as many or as few of these as you'd like, and check with the gamemaster to make sure that they are aware of them and that they're suitable for the game.

- ▷ A complete set (or sets) of clothing appropriate to your character's home environment and the setting of the campaign.
- ▷ An amount of pocket money and personal savings based on your character's wealth level.
- ▷ A personal item showing some relation to your character's family. This can be an heirloom, keepsake, or some trinket of little relative value but having some emotional connection.
- ▷ Any trade tools or equipment suitable to your character's profession.
- ▷ Any weapon that your character has a skill of over 50% in, if appropriate.
- ▷ Based on the setting and the campaign, your character's profession, and their Status skill, your character may have an appropriate vehicle such as a horse, wagon, bicycle, automobile, personal flier, small space transport, or some other means of transportation. This is subject to the gamemaster's approval.
- ▷ No specific rules for finances are provided; the suggested wealth for professions and the Status skill are the best guidelines for determining what items and monies your character begins play owning or having access to. The gamemaster should be able to help you describe this in an appropriate level of detail, and may have additional restrictions based on the requirements of the campaign and/or setting.

**BASIC ROLEPLAYING**

## PERSONAL

## CHARACTERISTICS

## HIT POINTS

NAME _____	PLAYER _____
CULTURE _____	GENDER _____
HANDINESS _____	HEIGHT _____ WEIGHT _____
PROFESSION _____	WeALTH _____
GODS/RELIGION _____	
DISTINCTIVE FEATURES _____	MovE (MOV) _____
DESCRIPTION _____	AGE _____

<b>STR</b> _____	EFFORT ROLL _____%
<b>CON</b> _____	STAMINA ROLL _____%
<b>SIZ</b> _____	DAMAGE MODIFIER _____
<b>INT</b> _____	IDEA ROLL _____%
<b>POW</b> _____	Luck Roll _____% <input type="checkbox"/>
<b>DEX</b> _____	AGILITY ROLL _____%
<b>CHA</b> _____	CHARM ROLL _____%
<b>EDU</b> _____	KNOWLEDGE ROLL _____%

HIT POINTS _____
MAJOR WOUND _____
DEAD _____ 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37

## SKILLS

<b>COMMUNICATION</b> _____ %
Bargain (05) _____ % <input type="checkbox"/>
Command (05) _____ % <input type="checkbox"/>
Disguise (01) _____ % <input type="checkbox"/>
Etiquette (05) _____ % <input type="checkbox"/>
Fast Talk (05) _____ % <input type="checkbox"/>
Language (INT/EDU+05 or 00) _____ % <input type="checkbox"/> _____ % <input type="checkbox"/> _____ % <input type="checkbox"/> _____ % <input type="checkbox"/> Perform (05) _____ % <input type="checkbox"/> Persuade (15) _____ % <input type="checkbox"/> Status (15 or various) _____ % <input type="checkbox"/> Teach (10) _____ % <input type="checkbox"/>

<b>MENTAL</b> _____ %
Appraise (15) _____ % <input type="checkbox"/>
First Aid (30) _____ % <input type="checkbox"/>
Gaming (INT+POW) _____ % <input type="checkbox"/>
Knowledge (05 or 00) _____ % <input type="checkbox"/> _____ % <input type="checkbox"/> Literacy (00 or language) _____ % <input type="checkbox"/> Medicine (05) _____ % <input type="checkbox"/> Psychotherapy (01 or 00) _____ % <input type="checkbox"/> Science (01) _____ % <input type="checkbox"/> Strategy (01) _____ % <input type="checkbox"/> Technical (05) _____ % <input type="checkbox"/> _____ % <input type="checkbox"/> _____ % <input type="checkbox"/>

<b>PHYSICAL</b> _____ %
Climb (40) _____ % <input type="checkbox"/>
Drive (20 or 01) _____ % <input type="checkbox"/> Fly (DEX+04 or 1/2 DEX) _____ % <input type="checkbox"/> Hide (10) _____ % <input type="checkbox"/> Jump (25) _____ % <input type="checkbox"/> Pilot (01) _____ % <input type="checkbox"/> Projection (DEX+02) _____ % <input type="checkbox"/> Ride (05) _____ % <input type="checkbox"/> Stealth (10) _____ % <input type="checkbox"/> Swim (25) _____ % <input type="checkbox"/> Throw (25) _____ % <input type="checkbox"/>

<b>MANIPULATION</b> _____ %
Art (05) _____ % <input type="checkbox"/> Craft (05) _____ % <input type="checkbox"/> Demolition (01) _____ % <input type="checkbox"/> Fine Manipulation (5) _____ % <input type="checkbox"/> Heavy Machine (01) _____ % <input type="checkbox"/> Repair (15) _____ % <input type="checkbox"/> Sleight of Hand (05) _____ % <input type="checkbox"/>

<b>PERCEPTION</b> _____ %
Insight (05) _____ % <input type="checkbox"/>
Listen (25) _____ % <input type="checkbox"/>
Navigate (10) _____ % <input type="checkbox"/>
Research (25) _____ % <input type="checkbox"/>
Sense (10) _____ % <input type="checkbox"/>
Spot (25) _____ % <input type="checkbox"/>
Track (10) _____ % <input type="checkbox"/>

<b>COMBAT</b> _____ %
Dodge (DEX+02) _____ % <input type="checkbox"/>
Marital Arts (01) _____ % <input type="checkbox"/>

See WEAPONS below for more Combat skills.

<b>EXPERIENCE BONUS</b> _____ %
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## WEAPONS

WEAPON TYPE	%	DAMAGE	RANGE	ATTACKS	LENGTH	HAND	HP
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
							<input type="checkbox"/>
Brand (30)		touch	1 close	1h			<input type="checkbox"/>
Gapple (25)		touch	1 close	2h			<input type="checkbox"/>

## HIT LOCATIONS & ARMOR

RIGHT ARM HP / MAX HP REPAIR / REPAIR COST	HEAD HP / MAX HP REPAIR / REPAIR COST	LEFT ARM HP / MAX HP REPAIR / REPAIR COST	
ABDOMEN HP / MAX HP REPAIR / REPAIR COST	CHEST HP / MAX HP REPAIR / REPAIR COST	THIGH LEG HP / MAX HP REPAIR / REPAIR COST	BACK HP / MAX HP REPAIR / REPAIR COST

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[illegible]

- **Damage Bonus:**  
STR + SIZ, consult table.
- **Hit Points:** CON + SIZ and divide by 2. Round up.
- Major Wound is 1/2 hit points. Round up.
- Circle number equal to POW in Power Point box; write total.
- **Experience Bonus:** 1/2 INT, round up.
- Human MOV is 10.

**OPTIONS:** Skill Bonuses (page 23), Hit Points per Location (page 21), Fatigue Points (page 24), Sanity (page 24).

1. Solve problems by means of physical force and brawn. Give 20 skill points each to Brawl, Climb, Dodge, Grapple, Insight, Jump, Ride, Sense, Stealth, Swim, Throw, and to any two Combat skills.
2. Technique, craft, and expertise are the secrets of success. Give 20 skill points each to Appraise, any one Craft, Disguise, Dodge, Fine Manipulation, First Aid, any one Knowledge skill, Navigate, Pilot, Ride, Sleight of Hand, Stealth, and to any one Combat skill.
3. Outsmart opponents to gain advantage. Give 20 skill points each to Appraise, Bargain, Disguise, Insight, any two Knowledge skills, Listen, Research, Sense, Spot, Stealth, any one Technical skill (appropriate to setting), and any one Combat skill.
4. Persuade others to work while making the decisions. Give 20 points each to Appraise, Bargain, Command, Etiquette, Fast Talk, Insight, Perform, Persuade, any two Languages (own and another), Sense, Status, and any one Combat skill.

1	Hair	6	Bearing
2	Face Hair	7	Speech
3	Face Feature	8	Arm/Hands
4	Expression	9	Torso
5	Clothes	10	Legs/Feet

Character CHA	Distinctive Features
3 or less	4
4–7	3
8–9	2
10–11	1
12–14	2
15–16	3
17 and up	4

- **NORMAL GAME:** allot 250 points to profession skills; no skill begins higher than 75%. If factors increase a skill to 75% or more skill points being added, do not add any additional skill points.
- **HEROIC GAME:** 325 points to profession skills; no skill begins higher than 90%, with the same note as above.
- **EPIC GAME:** 400 points to profession skills; no skill should begin higher than 101%, with the same note as above.
- **SUPERHUMAN GAME:** 500 points to profession skills, no limit.
- **OPTIONS:** Education (page 19), Cultural Skills (page 16).

**OPTION: Increased Personal Skill Points** (page 16).

STR+SI2	Dam. Mod.	STR+SI2	Dam. Mod.
2 to 12	-1D6	33 to 40	+1D6
13 to 16	-1D4	41 to 56	+2D6
17 to 24	None	57 to 72	+3D6
25 to 32	+1D4	Es. +16	+1d6