



BASIC ROLEPLAYING

PERSONAL

NAME _____ PLAYER _____
CULTURE _____ GENDER _____
HANDEDNESS _____ HEIGHT _____ WEIGHT _____
PROFESSION _____ WEALTH _____
GODS/RELIGION _____
DISTINCTIVE FEATURES _____
MOVE (MOV) _____
DESCRIPTION _____
AGE _____

CHARACTERISTICS

STR _____ EFFORT ROLL _____ %
CON _____ STAMINA ROLL _____ %
SIZ _____ DAMAGE MODIFIER _____
INT _____ IDEA ROLL _____ %
POW _____ LUCK ROLL _____ %
DEX _____ AGILITY ROLL _____ %
CHA _____ CHARM ROLL _____ %
EDU _____ KNOWLEDGE ROLL _____ %

HIT POINTS

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

COMMUNICATION _____ %

Bargain (05) _____ %
Command (05) _____ %
Disguise (01) _____ %
Etiquette (05) _____ %
Fast Talk (05) _____ %
Language (INT/EDU×05 or 00) _____ %

Perform (05) _____ %
Persuade (15) _____ %
Status (15 or various) _____ %
Teach (10) _____ %

MANIPULATION _____ %

Art (05) _____ %
Craft (05) _____ %
Demolition (01) _____ %
Fine Manipulation (5) _____ %
Heavy Machine (01) _____ %
Repair (15) _____ %
Sleight of Hand (05) _____ %

MENTAL _____ %

Appraise (15) _____ %
First Aid (30) _____ %
Gaming (INT+POW) _____ %
Knowledge (05 or 00) _____ %
Literacy (00 or language) _____ %
Medicine (05) _____ %
Psychotherapy (01 or 00) _____ %
Science (01) _____ %
Strategy (01) _____ %
Technical (05) _____ %
PERCEPTION _____ %

PERCEPTION _____ %

Insight (05) _____ %
Listen (25) _____ %
Navigate (10) _____ %
Research (25) _____ %
Sense (10) _____ %
Spot (25) _____ %
Track (10) _____ %

PHYSICAL _____ %

Climb (40) _____ %
Drive (20 or 01) _____ %
Fly (DEX×04 or 1/2 DEX) _____ %
Hide (10) _____ %
Jump (25) _____ %
Pilot (01) _____ %
Projection (DEX×02) _____ %
Ride (05) _____ %
Stealth (10) _____ %
Swim (25) _____ %
Throw (25) _____ %

COMBAT _____ %

Dodge (DEX×02) _____ %
Martial Arts (01) _____ %
See **WEAPONS** below for more Combat skills

_____ (____) _____ %
_____ (____) _____ %
_____ (____) _____ %
_____ (____) _____ %

EXPERIENCE BONUS _____ %

WEAPONS

WEAPON TYPE	%	DAMAGE	RANGE	ATTACKS	LENGTH	HAND	HP
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
Brawl (30)	_____	_____	touch	1	close	1h	_____
Grapple (25)	_____	_____	touch	1	close	2h	_____

ARMOR

ARMOR	ARMOR VALUE
_____	_____
_____	_____
SHIELD	%
DAMAGE	HP
COMBAT NOTES	_____
_____	_____
_____	_____



POWER POINTS

FATIGUE

SANITY

POWERS

ATTACK POWERS

NOTES

PORTRAIT

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