## **BASIC ROLEPLAYING CHARACTERISTICS PERSONAL**

| CULTURE  | NAME                        | PLAYER      |         |             | STR        |      | FFF       | ORT ROLL%                | HIT POINTS     |             |
|--|-----------------------------|-------------|---------|-------------|------------|------|-----------|--------------------------|----------------|-------------|
| SIZ   DAMAGE MODIFIER   DAMA   |                             |             |         |             |            |      |           |                          | MAJOR WOU      | JND         |
| NATE     NATE     NATE     NATE     NATE     NATE     NATE   NA   | HANDEDNESS HEIGH            | IT          | WEIGHT  |             | 017        |      |           |                          |                |             |
| DISTINCTIVE FEATURES   |                             |             |         |             | 012        |      |           |                          |                |             |
| DISTINCTIVE FEATURES   | GODS/RELIGION               |             |         |             |            |      |           |                          |                |             |
| MOVE (MOV)   |                             |             |         |             |            |      | _□ ц      | JCK ROLL%                |                |             |
| DESCRIPTION  |                             |             |         |             |            |      |           | ITY ROLL%                | 1              |             |
| SKILLS   S   |                             |             |         | ,           | CHA        |      | _ CHA     | RM ROLL%                 | 24 25 26 2     | 7 28 29 30  |
| COMMUNICATION  |                             |             |         |             | EDU        |      | _ KNOWLEI | OGE ROLL%                | 31 32 33 3     | 4 35 36 37  |
| Bargain (05)   |                             |             |         |             | SKILLS     | 3    |           |                          |                |             |
| Command (05)   | COMMUNICATION _             | %           | MENT    | `AL         |            |      | %         | PHYSICAL                 |                | %           |
| Disguise (01)  | Bargain (05)                | %□          | Apprai  | se (15)     |            |      | %□        | Climb (40)               |                | %           |
| Etiquette (05)   | Command (05)                | %□          | First A | id (30)     |            |      | %□        | Drive (20 or 01)         |                | %           |
| Fast Talk (05)   | Disguise (01)               | %□          | Gamin   | g (INT+F    | POW)       |      | %□        |                          |                | %           |
| Language (INT/EDUx05 or 00)  | Etiquette (05)              | %□          | Knowl   | edge (05 o  | or 00)     |      |           |                          |                | %           |
|  | Fast Talk (05)              | %□          |         |             |            |      | %□        | Fly (DEX×04 or 1         | /2 DEX)        | %           |
|  | Language (INT/EDU×05 or 00) |             |         |             |            |      | %□        | Hide (10)                |                | %           |
| Medicine (05)  |                             | %□          |         |             |            |      | %□        | Jump (25)                |                | %           |
| Perform (05)   |                             | %□          | Literac | y (00 or la | inguage)   |      | %□        | Pilot (01)               |                | %           |
| Perform (05)   |                             | %□          | Medici  | ne (05)     |            |      | %□        |                          |                | %           |
| Persuade (15)  |                             | %□          | Psycho  | therapy (   | (01 or 00) |      | %□        |                          |                | %           |
| Status (15 or various)   | Perform (05)                | %□          | Science | e (01)      |            |      | %□        | Projection (DEX          | (×02)          | %           |
| Teach (10)   | Persuade (15)               | %□          |         |             |            |      | %□        | Ride (05)                |                | %           |
| MANIPULATION   | Status (15 or various)      | %□          |         |             |            |      | %□        |                          |                | %           |
| MANIPULATION   | Teach (10)                  | %□          |         |             |            |      | %□        | Stealth (10)             |                | %           |
| Art (05)   |                             |             |         |             |            |      |           | Swim (25)                |                | %           |
| Combat   96  | MANIPULATION _              | %           | Techni  | cal (05) _  |            |      | %□        | Throw (25)               |                | %           |
| Craft (05)   | Art (05)                    |             |         |             |            |      |           |                          |                |             |
|  |                             |             |         |             |            |      | %□        | COMBAT                   |                | %           |
| Demolition (01)  | Craft (05)                  | %□          |         |             |            |      |           |                          |                | %           |
| Fine Manipulation (5)  |                             |             | PERC    | EPTION      | 1          |      | %         | Martial Arts (01         | )              | %           |
| Navigate (10)  | Demolition (01)             | %□          | Insight | (05)        |            | _    | %□        | See <b>WEAPONS</b> below | w for more Com | bat skills  |
| No   Research (25)   | *                           | %□          | Listen  | (25)        |            | _    | %□        |                          |                |             |
| Repair (15)  | Heavy Machine (01)          |             | _       |             |            |      |           |                          | (              | )%□         |
| Sleight of Hand (05)  WEAPONS  WEAPONS  WEAPON TYPE % DAMAGE RANGE ATTACKS LENGTH HAND HP ARMOR ARMOR VALUE  SHIELD % DAMAGE HP  |                             |             |         |             |            |      | %□        |                          | (              | )% 🗆        |
| Sleight of Hand (05)   | Repair (15)                 |             |         |             |            |      |           |                          | (              | )%□         |
| WEAPONS  WEAPON TYPE    Meapon type  |                             |             | 1 *     |             |            |      |           |                          | (              | )%_         |
| WEAPON TYPE    Meapon | Sleight of Hand (05)        | %           | Track ( | (10)        |            | _    | %_        | EXPERIENCE               | BONUS          | %           |
|  |                             | WE <i>A</i> | APONS   |             |            |      |           |                          | ARMOR          |             |
|  | WEAPON TYPE %               | DAMAGE      | RANGE   | ATTACKS     | LENGTH     | HAND | HP        | ARMOI                    | t              | ARMOR VALUE |
|  |                             |             |         |             |            |      | . —— Ц    |                          | ·              |             |
|  |                             |             |         |             |            |      | · —— ∐    | CHIELD                   | 0/a DAM40      | E IID       |
|  |                             |             |         |             |            |      | . —— Ц    | SHIELD                   | 70 DAMAG       |             |
|  |                             |             |         |             |            |      |           | COMPAT NOTES             |                |             |
| □ I  |                             |             |         |             |            |      | . —— Ц    | COMBAI NOTES             |                |             |
| Brawl (30) touch 1 close 1h  | Brazzl (20)                 |             | touch   | 1           | closs      | 1 L  | . —— Ц    |                          |                |             |
| Grapple (25) touch 1 close 2h  |                             |             | _       | 1           |            |      |           |                          |                |             |

HIT POINTS

|                                       |          |          |          |          |           |                |          |          |                       |                |          | ROL           | E        |          | Y        | N           |          |                |              |          |                         |          |             |            | <u> </u>   |
|---------------------------------------|----------|----------|----------|----------|-----------|----------------|----------|----------|-----------------------|----------------|----------|---------------|----------|----------|----------|-------------|----------|----------------|--------------|----------|-------------------------|----------|-------------|------------|------------|
| CH                                    | 051      |          |          | CHA      | RAC       | CTE            | R POI    | NTS      |                       |                |          |               |          |          |          |             | P        | ושםי           | ER P         | OINT     | S                       |          |             |            |            |
| CAMPAIGN POWER LEVEL CHARACTER POINTS |          |          |          |          |           |                |          |          |                       |                | VER PO   | DINTS         |          | BATTERY  |          |             |          |                | cious        | S        |                         |          |             |            |            |
|                                       |          |          | Ch       | aracte   | er Fail   | lings          | 3        |          |                       | Po             | oints    | 3             | 00       | 01       | 02       | 03          | 04       | 05<br>18       | 06           | 07       | 08                      | 09       | 10          | 11         | 12         |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 13<br>26 | 14<br>27 | 15<br>28 | 16<br>29    | 17<br>30 | 3 I            | 19<br>32     | 20<br>33 | 21<br>34                | 22<br>35 | 23<br>36    | 24<br>37   | 25<br>38   |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 39       | 40       | 41       | 42          | 43       | 44             | 45           | 46       | 47                      | 48       | 49          | 50         | 51         |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 52       | 53       | 54       | 55          | 56       | 57             | 58           | 59       | 60                      | 61       | 62          | 63         | 64         |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 65       | 66       | 67       | 68          | 69       | 70             | 71           | 72       | 73                      | 74       | 75          | 76         | 77         |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 78       | 79       | 80       | 81          | 82       | 83             | 84           | 85       | 86                      | 87       | 88          | 89         | 90         |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               | 91       | 92       | 93       | 94          | 95       | 96             | 97           | 98       | 99                      | 100      |             |            |            |
|                                       |          |          |          |          | F         | ATIC           | UE       |          |                       |                |          |               |          |          |          |             |          | S              | ANI          | TY       |                         |          |             |            |            |
| FAT                                   | IGUE _   |          |          | _ EXI    | IAUST     | ED (-          |          |          |                       |                |          | )             | SAN      | ITY _    |          | TE          | MPOR     | ARY IN         | <b>ISANI</b> | TY SC    | ORE (1                  | rıs)     |             |            |            |
| 00                                    | OI       | 02       | 03       | 04       | 05        | 06             | 07       | 08       | 09                    | 10             | ΙΙ       | 12            | 00       | OI       | 02       | 03          | 04       | 05             | 06           | 07       | 08                      | 09       | 10          | ΙΙ         | Ι2         |
| 13                                    | 14       | 15       | 16       | 17       | 18        | 19             | 20       | 21       | 22                    | 23             | 24       | 25            | 13       | 14       | 15       | 16          | 17       | 18             | 19           | 20       | 21                      | 22       | 23          | 24         | 25         |
| 26                                    | 27<br>40 | 28<br>41 | 29<br>42 | 30       | 3 I<br>44 | 32             | 33<br>46 | 34<br>47 | 35<br>48              | 36<br>49       | 37<br>50 | 38<br>51      | 26<br>39 | 27<br>40 | 28<br>41 | 29<br>42    | 30       | 3 I<br>44      | 32<br>45     | 33<br>46 | 34<br>47                | 35<br>48 | 36<br>49    | 37<br>50   | 38<br>51   |
| 39<br>52                              | 53       | 54       | 55       | 43<br>56 | 44<br>57  | 45<br>58       | 59       | 47<br>60 | 61                    | 49<br>62       | 63       | 64            | 52       | 53       | 54       | 55          | 43<br>56 | 44<br>57       | 43<br>58     | 59       | 4/<br>60                | 40<br>61 | 49<br>62    | 63         | 64         |
| 65                                    | 66       | 67       | 68       | 69       | 70        | 71             | 72       | 73       | 74                    | 75             | 76       | 77            | 65       | 66       | 67       | 68          | 69       | 70             | 71           | 72       | 73                      | 74       | 75          | 76         | 77         |
| 78                                    | 79       | 80       | 81       | 82       | 83        | 84             | 85       | 86       | 87                    | 88             | 89       | 90            | 78       | 79       | 80       | 81          | 82       | 83             | 84           | 85       | 86                      | 87       | 88          | 89         | 90         |
| 91                                    | 92       | 93       | 94       | 95       | 96        | 97             | 98       | 99       | 100                   |                |          |               | 91       | 92       | 93       | 94          | 95       | 96             | 97           | 98       | 99                      | 100      |             |            |            |
|                                       |          |          |          |          |           |                |          |          |                       |                |          | POW           | ER       | 3        |          |             |          |                |              |          |                         |          |             |            |            |
| ACTIVE TOTAL                          |          |          |          |          |           |                |          | RANGE    | COST<br>E TO USE DURA |                |          | DATTO         | .,       |          |          | NOTES       | YOUTTO   |                |              |          | CHARACTER<br>POINT COST |          |             |            |            |
| POWER                                 |          |          |          |          |           | ENERGY TYPE LE |          |          |                       | S LEVELS       |          |               |          |          |          |             |          |                |              |          |                         |          |             |            |            |
|                                       |          |          |          |          |           |                |          |          |                       |                | <br><br> |               |          |          |          |             | <br><br> |                |              |          |                         |          |             |            |            |
|                                       |          |          |          |          |           |                |          |          |                       |                | ATT.     | ACK           | POV      | VERS     | <u> </u> |             |          |                |              |          |                         |          |             |            |            |
| ATTACK POWER                          |          |          | %<br>    | ·<br>    | DAM       | IAGE           |          | RANGE    |                       | ENERGY<br>TYPE |          | ENERG<br>COST |          | ]        | POV      | VER         |          | ENERGY<br>TYPE |              | EVEL     | %<br>                   |          | ERGY<br>OST |            |            |
|                                       |          |          |          |          |           | <br>           |          |          |                       |                | _        |               | <u> </u> |          | [<br>[   | ]           |          |                |              |          |                         |          |             | - —<br>- — |            |
| Pro                                   | jectio   | n (DE    | EX×02    | )        |           | Th             | nrow _   | %        |                       | Braw           | l        | %             | —<br>Fl  | у        |          |             | efens    | e              | %            | Г        | — –<br>Oodge            | : (DEΣ   | <br>Κ×02) _ |            | —<br>%□    |
|                                       |          |          |          |          |           |                | NC       | ITES     |                       |                |          |               |          |          |          |             |          |                |              | POR      | TRA                     | IT       |             |            |            |
|                                       |          |          |          |          |           |                |          |          |                       |                |          |               |          |          |          | -<br>-<br>- |          |                |              |          |                         |          |             |            |            |
|                                       | <u> </u> |          |          |          |           |                |          |          |                       |                |          | TATIO         |          |          | 0/- [    | -           |          |                |              |          |                         |          |             |            | $\bigcirc$ |