



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 _____ %

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
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
Brawl (30)	_____	_____	touch	1	close	1h	<input type="checkbox"/>
Grapple (25)	_____	_____	touch	1	close	2h	<input type="checkbox"/>

ARMOR

ARMOR	ARMOR VALUE
_____	_____
_____	_____
SHIELD	% DAMAGE HP
_____	_____ <input type="checkbox"/>
COMBAT NOTES	_____
_____	_____
_____	_____



BASIC ROLEPLAYING

CHARACTER POINTS

POWER POINTS

CAMPAIGN POWER LEVEL _____ CHARACTER POINTS _____		POWER POINTS _____ BATTERY _____ UNCONSCIOUS _____													
Character Failings		Points													
_____		_____		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 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											

FATIGUE

SANITY

FATIGUE _____ EXHAUSTED (— _____)												SANITY _____ TEMPORARY INSANITY SCORE (TIS) _____													
00	01	02	03	04	05	06	07	08	09	10	11	12	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	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	38	26	27	28	29	30	31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46	47	48	49	50	51	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	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	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			

POWERS

POWER	ENERGY TYPE	ACTIVE LEVELS	TOTAL LEVELS	RANGE	COST TO USE	DURATION	NOTES	CHARACTER POINT COST
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

ATTACK POWERS

ATTACK POWER	%	DAMAGE	RANGE	ENERGY TYPE	ENERGY COST		POWER	ENERGY TYPE	LEVEL	%	ENERGY COST
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
Projection (DEX×02) _____%	<input type="checkbox"/>	Throw _____%	<input type="checkbox"/>	Brawl _____%	<input type="checkbox"/>	Fly _____%	<input type="checkbox"/>	Defense _____%		Dodge (DEX×02) _____%	<input type="checkbox"/>

NOTES

PORTRAIT

_____ _____ _____ _____ _____ _____	_____ _____ _____ _____ _____ _____
_____ REPUTATION _____ % <input type="checkbox"/>	