



# 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 (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
Brawl (30)		touch	1	close	1h		
Grapple (25)		touch	1	close	2h		

## HIT LOCATIONS & ARMOR

HEAD 19-20 AP / HP /	LEFT ARM 16-18 AP / HP /
RIGHT ARM 13-15 AP / HP /	CHEST 12 AP / HP /
ABDOMEN 09-11 AP / HP /	SHIELD DAMAGE % HP /
RIGHT LEG 01-04 AP / HP /	LEFT LEG 05-08 AP / HP /



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## 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

_____	
_____	
_____	
_____	
_____	
_____	
_____	