



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 _____ OO OI O2

O3 O4 O5 O6 O7 O8 O9

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"/>

HIT LOCATIONS & ARMOR

HEAD 19-20
AP /
HP /

RIGHT ARM 13-15
AP /
HP /

LEFT ARM 16-18
AP /
HP /

CHEST 12
AP /
HP /

ARMOR _____
VALUE _____

SHIELD _____
DAMAGE _____ %
HP /

ABDOMEN 09-11
AP /
HP /

RIGHT LEG 01-04
AP /
HP /

LEFT LEG 05-08
AP /
HP /



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
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			

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			

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

Projection (DEX×02) _____% Throw _____% Brawl _____% Fly _____% Defense _____% Dodge (DEX×02) _____%

NOTES

PORTRAIT

REPUTATION _____ %