



# 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
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
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____
Projection (DEXx02) _____%	<input type="checkbox"/>	Throw _____%	<input type="checkbox"/>	Brawl _____%	<input type="checkbox"/>	Fly _____%	<input type="checkbox"/>	Defense _____%		Dodge (DEXx02) _____%	<input type="checkbox"/>

## NOTES

## PORTRAIT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

REPUTATION \_\_\_\_\_ %