

Basic Roleplaying Character Sheet

Identity

Name _____ Profession _____
 Race _____ Age _____ Gender _____
 Handedness _____ Height & Weight _____
 Description _____

 Distinctive Feature(s) _____

Characteristics

STR _____ Effort Roll _____
 CON _____ Stamina Roll _____
 SIZ _____
 INT _____ Idea Roll _____
 POW _____ Luck Roll _____
 DEX _____ Agility Roll _____
 APP _____ Charisma Roll _____

Derived Characteristics

MOV _____ Damage Bonus _____

Hit Points _____																										
DEAD	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Power Points _____																										
UNC	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Skills

Appraise (15) _____ % <input type="checkbox"/>	Grapple (25) _____ % <input type="checkbox"/>	Persuade (15) _____ % <input type="checkbox"/>
Art (_____) (05) _____ % <input type="checkbox"/>	Heavy Machine (_____) (01) _____ % <input type="checkbox"/>	Pilot (_____) (01) _____ % <input type="checkbox"/>
Artillery (_____) (var) _____ % <input type="checkbox"/>	Heavy Weapon (_____) (var) _____ % <input type="checkbox"/>	Projection (DEX×2) _____ % <input type="checkbox"/>
Bargain (05) _____ % <input type="checkbox"/>	Hide (10) _____ % <input type="checkbox"/>	Psychotherapy (01) _____ % <input type="checkbox"/>
Brawl (25) _____ % <input type="checkbox"/>	Insight (05) _____ % <input type="checkbox"/>	Repair (_____) (15) _____ % <input type="checkbox"/>
Climb (40) _____ % <input type="checkbox"/>	Jump (25) _____ % <input type="checkbox"/>	Research (25) _____ % <input type="checkbox"/>
Command (05) _____ % <input type="checkbox"/>	Knowledge (_____) (var) _____ % <input type="checkbox"/>	Ride (_____) (05) _____ % <input type="checkbox"/>
Craft (_____) (05) _____ % <input type="checkbox"/>	Language, Own (_____) (INT×5) _____ % <input type="checkbox"/>	Science (_____) (01) _____ % <input type="checkbox"/>
Demolition (01) _____ % <input type="checkbox"/>	Language, Other (_____) (00) _____ % <input type="checkbox"/>	Sense (10) _____ % <input type="checkbox"/>
Disguise (01) _____ % <input type="checkbox"/>	Listen (25) _____ % <input type="checkbox"/>	Shield (_____) (var) _____ % <input type="checkbox"/>
Dodge (DEX×2) _____ % <input type="checkbox"/>	Literacy (_____) (var) _____ % <input type="checkbox"/>	Sleight of Hand (05) _____ % <input type="checkbox"/>
Drive (_____) (var) _____ % <input type="checkbox"/>	Martial Arts (01) _____ % <input type="checkbox"/>	Spot (25) _____ % <input type="checkbox"/>
Energy Weapon (_____) (var) _____ % <input type="checkbox"/>	Medicine (05% or 00) _____ % <input type="checkbox"/>	Status (var) _____ % <input type="checkbox"/>
Etiquette (05) _____ % <input type="checkbox"/>	Melee Weapon (_____) (var) _____ % <input type="checkbox"/>	Stealth (10) _____ % <input type="checkbox"/>
Fast Talk (05) _____ % <input type="checkbox"/>	Missile Weapon (_____) (var) _____ % <input type="checkbox"/>	Strategy (01) _____ % <input type="checkbox"/>
Fine Manipulation (05) _____ % <input type="checkbox"/>	Navigate (10) _____ % <input type="checkbox"/>	Swim (25) _____ % <input type="checkbox"/>
Firearm (_____) (var) _____ % <input type="checkbox"/>	Perform (_____) (05) _____ % <input type="checkbox"/>	Teach (10) _____ % <input type="checkbox"/>
First Aid (var) _____ % <input type="checkbox"/>		Technical Skill (_____) (00) _____ % <input type="checkbox"/>
Fly (var) _____ % <input type="checkbox"/>		Throw (25) _____ % <input type="checkbox"/>
Gaming (INT+POW) _____ % <input type="checkbox"/>		Track (10) _____ % <input type="checkbox"/>

Equipment

Weapons & Shields

Weapon	%	Damage	Hands	HP	Range
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
<i>Brawl</i>		<i>1D3+</i>	<i>1</i>	—	—

Armor

Type	Points	Modifier
_____	_____	_____
_____	_____	_____
_____	_____	_____