BASIC ROLEPLAYING

PERSONAL

NAME _____ PLAYER _____

CULTURE _____ GENDER _____

HANDEDNESS _____ HEIGHT _____ WEIGHT _____

PROFESSION _____ WEALTH _____

GODS/RELIGION _____

DISTINCTIVE FEATURES _____

_____ MOVE (MOV) _____

DESCRIPTION _____

_____ AGE _____

CHARACTERISTICS

STR _____
CON _____
SIZ _____
INT _____
POW _____ ☐
DEX _____
CHA _____
EDU _____

EFFORT ROLL _____ %
STAMINA ROLL _____ %
DAMAGE MODIFIER _____
IDEA ROLL _____ %
LUCK ROLL _____ %
AGILITY ROLL _____ %
CHARM ROLL _____ %
KNOWLEDGE ROLL _____ %

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 (05) _____ % ☐
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
_____ (___) _____ % ☐
_____ (___) _____ % ☐
_____ (___) _____ % ☐
_____ (___) _____ % ☐
_____ (___) _____ % ☐

WEAPONS

WEAPON TYPE	%	DAMAGE	RANGE	ATTACKS	LENGTH	HAND	HP	
								☐
								☐
								☐
								☐
								☐
								☐
								☐
Brawl (30)			touch	1	close	1h		☐
Grapple (25)			touch	1	close	2h		☐

ARMOR

ARMOR	ARMOR VALUE
_____	_____
_____	_____

SHIELD	%	DAMAGE	HP
			☐

COMBAT NOTES _____
_____

BASIC ROLEPLAYING

CHARACTER POINTS

CAMPAIGN POWER LEVEL _____   CHARACTER POINTS _____

Character Failings	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

POWER POINTS

POWER POINTS _____   BATTERY _____   UNCONSCIOUS

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

EXHAUSTED (–_____)

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	

SANITY

INSANE (_____) TEMPORARY _____

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