

BASIC ROLEPLAYING



NAME _____

Race _____ Gender _____

Handedness _____ Height _____ Weight _____

Description _____

Age _____

Distinctive Features _____

MOV _____

Gods/Religion _____

Profession _____ Wealth _____

Characteristics & Rolls

STR _____ Effort roll _____ %

CON _____ Stamina roll _____ %

SIZ _____ Damage Bonus _____

INT _____ Idea roll _____ %

POW _____ Luck roll _____ %

DEX _____ Agility roll _____ %

APP _____ Charisma roll _____ %

EDU _____ Know 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

Skills

COMMUNICATION bonus (____) _____

Bargain (05%) _____ %

Command (05%) _____ %

Disguise (01%) _____ %

Etiquette (05%) _____ %

Fast Talk (05%) _____ %

Language, Own (INT/EDUx5%) _____ %

_____ %

Language, Other (00%) _____ %

_____ %

_____ %

Perform (05%) _____ %

Persuade (15%) _____ %

Status (15% or var.) _____ %

_____ %

Teach (10%) _____ %

MENTAL bonus (____) _____

Appraise (15%) _____ %

First Aid (30%) _____ %

Gaming (INT+POW) _____ %

Knowledge (____%) _____ %

_____ %

_____ %

_____ %

Literacy (____%) _____ %

_____ %

_____ %

_____ %

Medicine (____%) _____ %

Psychotherapy (____%) _____ %

Science (01%): _____ %

_____ %

_____ %

_____ %

Strategy (01%) _____ %

Technical Skill (____%) _____ %

_____ %

_____ %

_____ %

PHYSICAL bonus (____) _____

Climb (40%) _____ %

Dodge (DEX x02%) _____ %

Drive (____%) _____ %

_____ %

_____ %

Fly (____%) _____ %

Hide (10%) _____ %

Jump (25%) _____ %

Pilot (01%) _____ %

_____ %

_____ %

_____ %

Projection (DEX x02%) _____ %

Ride (05%) _____ %

_____ %

_____ %

_____ %

Stealth (10%) _____ %

Swim (25%) _____ %

Throw (25%) _____ %

MANIPULATION bonus (____) _____

Art (05%) _____ %

_____ %

_____ %

Craft (05%) _____ %

_____ %

_____ %

Demolition (01%) _____ %

Fine Manipulation (05%) _____ %

Heavy Machine (01%) _____ %

_____ %

_____ %

Repair (15%) _____ %

_____ %

_____ %

Sleight of Hand (05%) _____ %

PERCEPTION bonus (____) _____

Insight (05%) _____ %

Listen (25%) _____ %

Navigate (10%) _____ %

Research (25%) _____ %

Sense (10%) _____ %

Spot (25%) _____ %

Track (10%) _____ %

COMBAT bonus (____) _____

Martial Arts (01%) _____ %

_____ %

_____ %

see WEAPONS below for more combat skills

_____ %

_____ %

_____ %

_____ %

Weapons

weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Brawl (25%)	_____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	_____ %	special	touch	1	close	2h	n/a

Armor

armor type	armor value		
_____	_____		
_____	_____		
shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____ %	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____

Player

Name _____

