

O Real name _____ Culture _____
 t Occupation _____ Religion _____
 h Parents occupation _____ Age _____
 e Titles _____
 r _____
 l Appearance _____
 n _____
 f _____
 o Distinguishing marks/mannerisms _____
 r _____
 m _____
 a Family/next of kin _____
 t _____
 i Affiliations/Alliances/Enemies _____
 o _____
 n _____

Contact persons

Who	Where	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Finances - money owed to

Who	How much	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Finances - money owed by

Who	How much	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

C Original
 h STR___ CON___ SIZ___ INT___ DEX___ APP___ POW___
 a Current
 r STR___ CON___ SIZ___ INT___ DEX___ APP___ POW___

Damage Mod: + __D__ Move Rate: ___
 SR: (Dex) ___ + (Siz) ___ = ___
 Dodge: (Agility + 5%) ___%

Magic 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

Fatigue 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

Hit 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

Agility ___%
 Boat (05%) ___%
 Climb (40%) ___%
 Jump (25%) ___%
 Ride (05%) ___%
 Swim (15%) ___%
 Throw (25%) ___%
 Sail ___%
 Drive (05%) ___%
 _____ %
 _____ %
 _____ %

Knowledge ___%
 Lore
 Animal (05%) ___%
 Human (05%) ___%
 Mineral (05%) ___%
 Plant (05%) ___%
 World (05%) ___%

Craft (10%)
 Smith ___%
 Armourer ___%
 Brewer ___%
 _____ %
 _____ %

Manipulation ___%
 Conceal (05%) ___%
 Devise (05%) ___%
 Sleight (05%) ___%
 Play instrument
 _____ %
 _____ %
 _____ %

Communication ___%
 Fast-talk (05%) ___%
 Orate (05%) ___%
 Sing (05%) ___%
 Speak Languages:
 Own (30%) ___%
 _____ %
 _____ %
 _____ %
 _____ %
 _____ %
 _____ %

Evaluate (05%) ___%
 First aid (10%) ___%
 Read/Write language
 _____ %
 _____ %
 _____ %
 Ship handling ___%
 Marshall Arts ___%
 _____ %
 _____ %
 _____ %
 _____ %

Perception ___%
 Listen (25%) ___%
 Scan (25%) ___%
 Search (25%) ___%
 Track (05%) ___%
 Scout ___%
 _____ %
 _____ %

Stealth ___%
 Hide (10%) ___%
 Sneak (10%) ___%
 Pick Pockets ___%
 _____ %
 _____ %
 _____ %

Magic Intensity ___%
 _____ %
 _____ %
 _____ %
 _____ %

W
e
a
p
o
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s

Natural weapons

Fist Attack ____% Critical ____% Special ____% Fumble ____%
 Damage ____D____ SR ____ AP ____

Kick Attack ____% Critical ____% Special ____% Fumble ____%
 Damage ____D____ SR ____ AP ____

Head butt Attack ____% Critical ____% Special ____% Fumble ____%
 Damage ____D____ SR ____ AP ____

Grapple Attack ____% Critical ____% Special ____% Fumble ____%
 Damage ____D____ SR ____ AP ____

_____ Attack ____% Critical ____% Special ____% Fumble ____%
 Damage ____D____ SR ____ AP ____

A
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C
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Melee weapons & shields

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%

Missile weapons

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%
 Range - Effective _____ - Maximum (1/2 Attack) _____ Quantity _____

Name _____ Damage ____D____ SR ____ AP ____
 Attack ____% Parry ____% Critical ____% Special ____% Fumble ____%
 Range - Effective _____ - Maximum (1/2 Attack) _____ Quantity _____

S



D	Melee	Hit location	Missile	Critical success
	01 - 04	Right leg	01 - 03	Full damage (include damage modifier). Armour is ignored.
	05 - 08	Left leg	04 - 06	
	09 - 11	Abdomen	07 - 10	Special success Thrusting weapons = impale. Other weapons = automatic knock back.
	12	Chest	11 - 15	
	13 - 15	Right arm	16 - 17	Auto Knock back Knock back 1 meter for every 5 points of damage, rounded up + must roll under 5 X DEX or fall down.
	16 - 18	Left arm	18 - 19	
	19 - 20	Head	20	
<p>Impale Damage = 2 X normal damage. Roll under 2 X the special success percentage or the weapon is stuck in the target. To remove a stuck weapon - Roll STR + CON - Encumbrance (of weapon) X 2. (%)</p>				

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