

# 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%) \_\_\_\_\_%

### MANIPULATION

bonus (\_\_\_\_\_) \_\_\_\_\_

Art (05%) \_\_\_\_\_%

☐ \_\_\_\_\_%

Craft (05%) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ Demolition (01%) \_\_\_\_\_%

☐ Fine Manipulation (05%) \_\_\_\_\_%

Heavy Machine (01%) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

Repair (15%) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ Sleight of Hand (05%) \_\_\_\_\_%

### MENTAL

bonus (\_\_\_\_\_) \_\_\_\_\_

☐ Appraise (15%) \_\_\_\_\_%

☐ First Aid (30%) \_\_\_\_\_%

☐ Gaming (INT+POW) \_\_\_\_\_%

Knowledge (\_\_\_\_\_) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

Literacy (\_\_\_\_\_) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ Medicine (\_\_\_\_\_) \_\_\_\_\_%

☐ Psychotherapy (\_\_\_\_\_) \_\_\_\_\_%

Science (01%): \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ Strategy (01%) \_\_\_\_\_%

Technical Skill (\_\_\_\_\_) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

### PERCEPTION

bonus (\_\_\_\_\_) \_\_\_\_\_

☐ Insight (05%) \_\_\_\_\_%

☐ Listen (25%) \_\_\_\_\_%

☐ Navigate (10%) \_\_\_\_\_%

☐ Research (25%) \_\_\_\_\_%

☐ Sense (10%) \_\_\_\_\_%

☐ Spot (25%) \_\_\_\_\_%

☐ Track (10%) \_\_\_\_\_%

### 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%) \_\_\_\_\_%

### COMBAT

bonus (\_\_\_\_\_) \_\_\_\_\_

Martial Arts (01%) \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

see WEAPONS below for more combat skills

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

## Weapons

weapon type \_\_\_\_\_ attack/parry \_\_\_\_\_ damage \_\_\_\_\_ range \_\_\_\_\_ attacks \_\_\_\_\_ length \_\_\_\_\_ hand \_\_\_\_\_ HP \_\_\_\_\_

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

☐ Brawl (25%) \_\_\_\_\_% 1D3+db touch 1 close 1h n/a

☐ Grapple (25%) \_\_\_\_\_% special touch 1 close 2h n/a

## Armor

armor type \_\_\_\_\_ armor value \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

shield type \_\_\_\_\_ parry/attack \_\_\_\_\_ damage \_\_\_\_\_ HP \_\_\_\_\_

☐ \_\_\_\_\_%

☐ \_\_\_\_\_%

## Player

Name \_\_\_\_\_



## Power Points

Power Points (\_\_\_\_) Battery (\_\_\_\_)

points

UNCONSCIOUS 0 01 02 03 04 05 06

UNCONSCIOUS																0	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										

## Powers

[illegible]

## Attack Powers

attack power	skill	damage	range	energy type	energy cost	power	energy type	level	base chance	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 (DEX x02%)	_____ %	<input type="checkbox"/> Throw	_____ %	<input type="checkbox"/> Brawl	_____ %	<input type="checkbox"/> Fly	_____ %	Defense	_____ %	<input type="checkbox"/> Dodge	_____ %

## Fatigue

**EXHAUSTED** (– ) **0** 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

## Sanity

**INSANE 0** 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