

# BASIC ROLE-PLAYING

## Character Sheet

## Characteristics and Rolls

	<i>original</i>	<i>current</i>		
STRENGTH	_____	_____	EFFORT	_____
CONSTITUTION	_____	_____	STAMINA	_____
SIZE	_____	_____		
INTELLIGENCE	_____	_____	IDEA	_____
POWER	_____	_____	LUCK	_____
DEXTERITY	_____	_____	AGILITY	_____
APPEARANCE	_____	_____	CHARISMA	_____
EDUCATION	_____	_____	KNOWLEDGE	_____
SANITY	_____	_____		

## Personal Information

Name \_\_\_\_\_  
 Race \_\_\_\_\_ Gender \_\_\_\_\_  
 Age \_\_\_\_\_ Mov \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Nationality/Homeland \_\_\_\_\_  
 Profession \_\_\_\_\_  
 Allegiance \_\_\_\_\_  
 Distinctive Features \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Skills

<b>Communication</b>	( _____ )	Psychotherapy ( _____ %)	_____ <input type="checkbox"/>
Bargain (05%)	_____ <input type="checkbox"/>	Science (01%)	_____ <input type="checkbox"/>
Command (05%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Disguise (01%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Etiquette (05%)	_____ <input type="checkbox"/>	Strategy (01%)	_____ <input type="checkbox"/>
Fast Talk (05%)	_____ <input type="checkbox"/>	Technical ( _____ %)	_____ <input type="checkbox"/>
Language, Own (INT/EDU x5%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Language, Other (00%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
	_____ <input type="checkbox"/>	<b>Perception</b>	( _____ )
Perform (05%)	_____ <input type="checkbox"/>	Insight (05%)	_____ <input type="checkbox"/>
Persuade (15%)	_____ <input type="checkbox"/>	Listen (25%)	_____ <input type="checkbox"/>
Status (15% or var.)	_____ <input type="checkbox"/>	Navigate (10%)	_____ <input type="checkbox"/>
Teach (10%)	_____ <input type="checkbox"/>	Research (25%)	_____ <input type="checkbox"/>
		Sense (10%)	_____ <input type="checkbox"/>
<b>Manipulation</b>	( _____ )	Spot (25%)	_____ <input type="checkbox"/>
Art (05%)	_____ <input type="checkbox"/>	Track (10%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>		
_____	_____ <input type="checkbox"/>	<b>Physical</b>	( _____ )
Craft (05%)	_____ <input type="checkbox"/>	Climb (40%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Drive ( _____ %)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Demolition (01%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Fine Manipulation (05%)	_____ <input type="checkbox"/>	Fly ( _____ %)	_____ <input type="checkbox"/>
Heavy Machine (01%)	_____ <input type="checkbox"/>	Hide (10%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Jump (25%)	_____ <input type="checkbox"/>
Repair (15%)	_____ <input type="checkbox"/>	Pilot (01%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Slight of Hand (05%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
<b>Mental</b>	( _____ )	Projection (DEX x02%)	_____ <input type="checkbox"/>
Appraise (15%)	_____ <input type="checkbox"/>	Ride (05%)	_____ <input type="checkbox"/>
First Aid (30%)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Gaming (INT+Pow)	_____ <input type="checkbox"/>	_____	_____ <input type="checkbox"/>
Knowledge ( _____ %)	_____ <input type="checkbox"/>	Stealth (10%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Swim (25%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Throw (25%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>		
_____	_____ <input type="checkbox"/>	<b>Combat</b>	( _____ )
Literacy ( _____ %)	_____ <input type="checkbox"/>	Brawl (25%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Dodge (DEX x02%)	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Grapple (25%)	_____ <input type="checkbox"/>
Medicine ( _____ %)	_____ <input type="checkbox"/>	Martial Arts (01%)	_____ <input type="checkbox"/>

## Power Points

### Personal

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
External Source _____								

## Fatigue Points

Exhausted: _____								
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

Total Encumbrance \_\_\_\_\_

## Hit Points

Major Wound _____								
Dead _____								
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

## Hit Locations

<i>Melee</i>	<i>Location</i>	<i>Missile</i>
01-04	R. LEG	01-03
05-08	L. LEG	04-06
09-11	ABDOMEN	07-10
12	CHEST	11-15
13-15	R. ARM	16-17
16-18	L. ARM	18-19
19-20	HEAD	20

<i>Spell/Power</i>	<i>%</i>	<i>Levels</i>	<i>Damage</i>	<i>Range</i>	<i>PP</i>	<i>Duration</i>	<i>Cost</i>
Free INT					Total Cost		

[illegible]

Insane			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

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Diagram of a human figure with labels for measurement points:

- Head:** AP \_\_\_\_\_, HP \_\_\_\_\_
- Chest:** AP \_\_\_\_\_, HP \_\_\_\_\_
- L. Arm:** AP \_\_\_\_\_, HP \_\_\_\_\_
- R. Arm:** AP \_\_\_\_\_, HP \_\_\_\_\_
- Abdomen:** AP \_\_\_\_\_, HP \_\_\_\_\_
- L. Leg:** AP \_\_\_\_\_, HP \_\_\_\_\_
- R. Leg:** AP \_\_\_\_\_, HP \_\_\_\_\_

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## Notes