Persona Roles

Player:

Name: **Goal:**

Look:

Family: **Genus:**   **Species:**

Age: **Hite:**   **Wate:**

Vocation: **Level:**   **EXPS:**

Biology

Head: **Torso:**   **Arms:**   **Legs:**

Life Span: **Size:**   **Grouping:**   **Dwelling:**

Life Stages: Child: Adol: Adult: Elder: Aged:

Energy: **Procure:**   **Biome:**

Repro: **Aroma:**   **Sounds:**

EVOLUTATIONS: (aka mutations)

_____

_____

_____

_____

Society

Feral: ☐ (No tools, No stratum, flora/fauna)   **Society Name:**

Tool Usage: None: ☐   Simple: ☐   Tech: ☐   Comp: ☐   Creator: ☐

Stratum: Lang: ☐   Culture: ☐   Educate: ☐   Vocation: ☐

Ideologies: Religion ☐:   Politics ☐:   Philosophy ☐:

Society name is a colloquial given name. Cross out unchecked items.

NOTES:

_____

_____

_____

Attribute Rolls — Roll d20 + attribute.

AWE	CHA	CON	DEX	INT	MND	STR	SOC	HPM
☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐	☐☐☐	☐☐☐
awareness	charisma	constitution	dexterity	intelligence	mind	strength	privilege	toughness

Attack Rolls - Natural — Roll d1000 + Bonus.

ATTACK BONUS - Natural Attacks   **DEF**   **MOVE**   **HPS** ☐☐☐

Type	Freq	Bonus	Max	Damage
Strike	☐	☐☐☐	☐☐☐	d ☐☐
Fling	☐	☐☐☐	☐☐☐	d ☐☐
Shoot	☐	☐☐☐	☐☐☐	d ☐☐

DEF: ☐☐☐ ☐☐☐   MOVE: ☐☐ land, ☐☐ air, ☐☐ water

Attacks: **Strike**: Strength based smash, **Fling**: Dexterity based ranged, **Shoot**: power ranged. Cross out unfilled boxes.

Notes: **Freq**: attacks per unit, **Bonus**: added to kilodie, **Max**: Max roll (optional), **Damage**: dice rolled for a hit 1d6, 3d10

Persona Name

Vocation

Vocation: _____ **Level:** _____ **EXPS:** _____

Alien must have ref's permission for a vocation.

Attack Rolls - Vocation **Roll d1000 + Attack Bonus.**

ATTACK BONUS   **DEF**   **MOVE**   **HPS** ☐☐☐

Type	Skilled	Unskilled	Max	Force		
					☐☐☐	☐☐ land
Strike	☐☐☐	☐☐☐	☐☐☐☐	☐☐	☐☐☐	☐☐ air
Fling	☐☐☐	☐☐☐	☐☐☐☐	☐☐		☐☐ water
Shoot	☐☐☐	☐☐☐	☐☐☐☐	☐☐		

Types: **Strike**: self powered melee, **Fling**: self powered ranged, **Shoot**: powered attacks

Skilled: _____ _____ _____ _____ _____ _____

Task Rolls **Roll d100 + Interests + Expertise * Level + Experience.**

Interests   Expertise

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____

Experience = +1 per level 1-4; +2 per level 5-8; +3 per level 9-12; +4 per level >12.

Gifts   Tasks (DD)

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

Encumbrance **Wate Allowance =** ☐☐☐☐ **kgs**

Unencumbered: **Encumbered:**   **Over-encumbered:**   **Lift Only:**

Free: 0 kgs, **Unencumbered**: <WA/4 **Encumbered**: <WA*1.5, **Over-encumbered**: <WA*2.5, **Lift Only**: >WA*2.5

TOYs

ITEM	Wate	INFO