

Personal Information

PC's Name: _____
 Species: _____
 Age: _____ Gender: _____
 Culture: _____

Player's Name: _____
 Homeland/Clan: _____
 Parent Occupation: _____
 Religion: _____

Characteristics

current STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ APP _____
 original STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ APP _____

Selected Attributes

Damage Modifier: _____ Move Rate: _____ DEX SRM: _____ +SIZ SRM: _____ =MELEE SRM: _____

Skills (* deduct ENC)

Agility (_____) _____	Knowledge (_____) _____	Manipulation (_____) _____
Boat (05) _____	Animal Lore (05) _____	Conceal (05) _____
Climb (40) _____	Craft (10) _____	Devise (05) _____
Dodge (05) * _____	_____	Sleight (05) _____
Jump (25) * _____	_____	Play Instrument (00) _____
Ride (05) _____	Evaluate (05) _____	_____
Swim (15) (-ENCx5) _____	First Aid (10) _____	_____
Throw (25) _____	Human Lore (05) _____	_____
	Martial Arts (00) _____	
Communication (_____) _____	Mineral Lore (05) _____	Perception (_____) _____
Fast Talk (05) _____	Plant Lore (05) _____	Listen (25) _____
Orate (05) _____	Read/Write Languages (00) _____	Scan (25) _____
Sing (05) _____	_____	Search (25) _____
Speak Languages _____	_____	Track (05) _____
Own (30) _____	_____	
_____ (00) _____	_____	Stealth (_____) _____
_____ (00) _____	Shiphandling (00) _____	Hide (10) _____
_____ (00) _____	World Lore (05) _____	Sneak (10) * _____

Magic (_____) _____

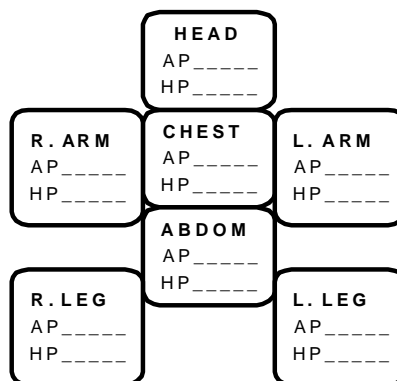
Free INT _____ Multispell (00) _____
 Ceremony (05) _____ Range (00) _____
 Enchant (00) _____
 Summon (00) _____
 Duration (00) _____
 Intensity (00) _____

Magic Points (Pow):

0	1	2	3	4	5	6
7	8	9	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

Weapon Skills (A% mod _____) (P% mod _____)

Weapon _____	Damage _____
SR _____	• P% _____ AP _____
Weapon _____	Damage _____
SR _____	• P% _____ AP _____
Weapon _____	Damage _____
SR _____	• P% _____ AP _____
Weapon _____	Damage _____
SR _____	• P% _____ AP _____
Weapon _____	Damage _____
SR _____	• P% _____ AP _____
Missile _____	Damage _____
ROF _____	• P% _____ RANGE _____
Missile _____	Damage _____
ROF _____	• P% _____ RANGE _____
Shield _____	Damage _____
SR _____	• P% _____ AP _____



Melee	Location	Missile
01-04	R. Leg	01-03
05-08	L. Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R. Arm	16-17
16-18	L. Arm	18-19
19-20	Head	20

Encumbrance:

Fatigue Points (Str+Con):

0	1	2	3	4	5	6
7	8	9	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

Hit Points:

0	1	2	3	4	5	6
7	8	9	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