

# BASIC ROLEPLAYING



**NAME** \_\_\_\_\_

Race \_\_\_\_\_ Gender \_\_\_\_\_

Handedness \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

Description \_\_\_\_\_

\_\_\_\_\_ Age \_\_\_\_\_

Distinctive Features \_\_\_\_\_

\_\_\_\_\_ MOV \_\_\_\_\_

Gods/Religion \_\_\_\_\_

Profession \_\_\_\_\_ Wealth \_\_\_\_\_

Characteristics & Rolls	
<b>STR</b> _____	Effort roll _____%
<b>CON</b> _____	Stamina roll _____%
<b>SIZ</b> _____	Damage Bonus _____
<b>INT</b> _____	Idea roll _____%
<b>POW</b> _____	Luck roll _____%
<b>DEX</b> _____	Agility roll _____%
<b>APP</b> _____	Charisma roll _____%
<b>EDU</b> _____	Know roll _____%

Hit Points	
Major Wound _____	
<b>DEAD</b> (-_____)	
<b>00 01 02 03 04 05</b>	
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%) \_\_\_\_\_%

**MENTAL** bonus (\_\_\_\_)

Appraise (15%) \_\_\_\_\_%

First Aid (30%) \_\_\_\_\_%

Gaming (INT+POW) \_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

Medicine (\_\_\_\_%) \_\_\_\_\_%

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

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

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

Strategy (01%) \_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

**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%) \_\_\_\_\_%

**MANIPULATION** bonus (\_\_\_\_)

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

\_\_\_\_\_%

\_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

Demolition (01%) \_\_\_\_\_%

Fine Manipulation (05%) \_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

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

\_\_\_\_\_%

\_\_\_\_\_%

Sleight of Hand (05%) \_\_\_\_\_%

**PERCEPTION** bonus (\_\_\_\_)

Insight (05%) \_\_\_\_\_%

Listen (25%) \_\_\_\_\_%

Navigate (10%) \_\_\_\_\_%

Research (25%) \_\_\_\_\_%

Sense (10%) \_\_\_\_\_%

Spot (25%) \_\_\_\_\_%

Track (10%) \_\_\_\_\_%

**COMBAT** bonus (\_\_\_\_)

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

\_\_\_\_\_%

\_\_\_\_\_%

see WEAPONS below for more combat skills

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

\_\_\_\_\_%

Weapons							
weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Brawl (25%)	_____	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	_____	special	touch	1	close	2h	n/a

Armor			
armor type	armor value		
_____	_____	_____	_____
_____	_____	_____	_____
shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____

**Player**

Name \_\_\_\_\_

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