

# Basic Roleplaying Character Sheet

## Identity

Name \_\_\_\_\_ Profession \_\_\_\_\_  
 Race \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_  
 Handedness \_\_\_\_\_ Height & Weight \_\_\_\_\_  
 Description \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Distinctive Feature(s) \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Characteristics

STR \_\_\_\_\_ Effort Roll \_\_\_\_\_  
 CON \_\_\_\_\_ Stamina Roll \_\_\_\_\_  
 SIZ \_\_\_\_\_  
 INT \_\_\_\_\_ Idea Roll \_\_\_\_\_  
 POW \_\_\_\_\_ Luck Roll \_\_\_\_\_  
 DEX \_\_\_\_\_ Agility Roll \_\_\_\_\_  
 APP \_\_\_\_\_ Charisma Roll \_\_\_\_\_

## Derived Characteristics

MOV \_\_\_\_\_ Damage Bonus \_\_\_\_\_

Hit Points _____
DEAD 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

Power Points _____
UNC 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

## Skills

Appraise (15) _____ % <input type="checkbox"/>	Grapple (25) _____ % <input type="checkbox"/>	Persuade (15) _____ % <input type="checkbox"/>
Art (_____) (05) _____ % <input type="checkbox"/>	Heavy Machine (_____) (01) _____ % <input type="checkbox"/>	Pilot (_____) (01) _____ % <input type="checkbox"/>
Artillery (_____) (var) _____ % <input type="checkbox"/>	Heavy Weapon (_____) (var) _____ % <input type="checkbox"/>	Projection (DEX×2) _____ % <input type="checkbox"/>
Bargain (05) _____ % <input type="checkbox"/>	Hide (10) _____ % <input type="checkbox"/>	Psychotherapy (01) _____ % <input type="checkbox"/>
Brawl (25) _____ % <input type="checkbox"/>	Insight (05) _____ % <input type="checkbox"/>	Repair (_____) (15) _____ % <input type="checkbox"/>
Climb (40) _____ % <input type="checkbox"/>	Jump (25) _____ % <input type="checkbox"/>	Research (25) _____ % <input type="checkbox"/>
Command (05) _____ % <input type="checkbox"/>	Knowledge (_____) (var) _____ % <input type="checkbox"/>	Ride (_____) (05) _____ % <input type="checkbox"/>
Craft (_____) (05) _____ % <input type="checkbox"/>	Language, Own (_____) (INT×5) _____ % <input type="checkbox"/>	Science (_____) (01) _____ % <input type="checkbox"/>
Demolition (01) _____ % <input type="checkbox"/>	Language, Other (_____) (00) _____ % <input type="checkbox"/>	Sense (10) _____ % <input type="checkbox"/>
Disguise (01) _____ % <input type="checkbox"/>	Listen (25) _____ % <input type="checkbox"/>	Shield (_____) (var) _____ % <input type="checkbox"/>
Dodge (DEX×2) _____ % <input type="checkbox"/>	Literacy (_____) (var) _____ % <input type="checkbox"/>	Sleight of Hand (05) _____ % <input type="checkbox"/>
Drive (_____) (var) _____ % <input type="checkbox"/>	Martial Arts (01) _____ % <input type="checkbox"/>	Spot (25) _____ % <input type="checkbox"/>
Energy Weapon (_____) (var) _____ % <input type="checkbox"/>	Medicine (05% or 00) _____ % <input type="checkbox"/>	Status (var) _____ % <input type="checkbox"/>
Etiquette (05) _____ % <input type="checkbox"/>	Melee Weapon (_____) (var) _____ % <input type="checkbox"/>	Stealth (10) _____ % <input type="checkbox"/>
Fast Talk (05) _____ % <input type="checkbox"/>	Missile Weapon (_____) (var) _____ % <input type="checkbox"/>	Strategy (01) _____ % <input type="checkbox"/>
Fine Manipulation (05) _____ % <input type="checkbox"/>	Navigate (10) _____ % <input type="checkbox"/>	Swim (25) _____ % <input type="checkbox"/>
Firearm (_____) (var) _____ % <input type="checkbox"/>	Perform (_____) (05) _____ % <input type="checkbox"/>	Teach (10) _____ % <input type="checkbox"/>
First Aid (var) _____ % <input type="checkbox"/>		Technical Skill (_____) (00) _____ % <input type="checkbox"/>
Fly (var) _____ % <input type="checkbox"/>		Throw (25) _____ % <input type="checkbox"/>
Gaming (INT+POW) _____ % <input type="checkbox"/>		Track (10) _____ % <input type="checkbox"/>

## Equipment

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Weapons & Shields

Weapon	%	Damage	Hands	HP	Range
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
<i>Brawl</i>		<i>1D3+</i>	<i>1</i>	—	—

## Armor

Type	Points	Modifier
_____	_____	_____
_____	_____	_____
_____	_____	_____