Name and Used Title

Picture	
Own Coat Of Arms	Family Coat of Arms

Male/Female	
Length ft'in	' "
Weight lb	
Race	
Skin	
Hair	
Eyes	
Frame	
Body Size	
Head Size	
Hand Size	
Shoe Size	
On head	
In Hands	
Around body (Armor)	
Shield	
On feet	
Visible signs	
Right/left handed	
Weapons	
Appereance	

Current Status		
Hits	Minuses	Other

Current Status (Followers, Pets etc)		
Hits	Minuses	Other

Profession		Frontage		EXP
Player		Base healrate		
Race		Heal rate		
Age		Hit heal / 1 hour		Exp Multiplier
Lifelevels		Hit heal / 4 hour		Fate Points /
		Hit heal min/hit		Level /
Gender	male/female	Wishes		

		Original		Current		Bonuses			
Stat	Abrv	Temp	Pot	Temp	Pot	Stat	Racial	Total	Dev Pt
Constitution	CO						+	=	
Agility	AG						+	=	
Self-dicipline	SD						+	=	
Reasoning	RE						+	=	
Memory	ME						+	=	
Strength	ST						+	=	Total
Quickness	QU						+	=	
Presence	PR						+	=	Left
Emphaty	EM						+	=	
Intution	IN						+	=	
Luck	LU						+	=	
Appereance	AP						+	=	

Base Move	
Qu bonus	
Stride mod	
Spec mod	
Armor mod	
Total/10 sec	
Walk/sec	
Jog (*1.5)	
Run (*2)	
Sprint (*3)	
Fast spr (*4)	
Dash (*5)	

Concussion hits	
Hit dice 1D	
Max Base hits	
Base Hits	
Multiplier (1+CO)	
Total Hits	
-10	
-20	
-30	
-40	
-50	
-60	
-70	
-80	
-90	
Uncon.	

Exhaustion	AT multiplier	
CO stat + bonus		
50 % gone (-25)		
75 % gone (-50)		
90 % gone (-75)		
100 % gone (-100) (RR lvl3)		
125 % gone (-125) (RR lvl6)		
150 % gone (-150) (RR vs 9)		

Base Init QU stat + bonus	
Init in armour	
Spell init	
System shock	
PR value	
Will (SD+RE+IN+EM+PR+RR)	
Abs. strength wt*(ST stat+bonus)	

Power Points	
Base	
Developed	
Total	
Adder	
Multiplier	
PP Adder	
Rec / 1 day	
Rec 1 / hour	

Weapon costs	
1 HD	/
2 HD	/
Thrown	/
Fencing/stab	/
Bows	/
XBows	/
Polearms	/
Firearms	/

DB	With out Armor			With Armor	AT	
	Melee	Missile	Dir spell	Melee	Missile	Dir Spell
Quickness						
Armour						
Adr. Def						
Parry						
Special						
Size mod						
Total						
Shield						
Total						

Weapon	Table	Modifiers	Base OB	Spec	Item	Total OB	Riding OB

Attitudes		
Good	1 . 2 . 3 . 4 . 5	Evil
Lawful	1 . 2 . 3 . 4 . 5	Chaotic
Giving	1 . 2 . 3 . 4 . 5	Greedy
MagiPhreak	1 . 2 . 3 . 4 . 5	Anti-magic
Brave	1 . 2 . 3 . 4 . 5	Coward
Glory-hunter	1 . 2 . 3 . 4 . 5	Help others
Religious	1 . 2 . 3 . 4 . 5	Atheist
Social	1 . 2 . 3 . 4 . 5	Loner
Speak Truth	1 . 2 . 3 . 4 . 5	Lie
Active	1 . 2 . 3 . 4 . 5	Passive
Political	1 . 2 . 3 . 4 . 5	Non-political
Leader	1 . 2 . 3 . 4 . 5	Follower
Practical	1 . 2 . 3 . 4 . 5	Theoretical
Conservative	1 . 2 . 3 . 4 . 5	Radical
Celibat	1 . 2 . 3 . 4 . 5	Sex Maniac
Diplomatic	1 . 2 . 3 . 4 . 5	No smalltalk
Peaceful	1 . 2 . 3 . 4 . 5	Agressive
Emotional	1 . 2 . 3 . 4 . 5	Unemotional
Quiet	1 . 2 . 3 . 4 . 5	Mouth Open
Optimistic	1 . 2 . 3 . 4 . 5	Pessimistic
Friendly	1 . 2 . 3 . 4 . 5	Unfriendly
Workaholic	1 . 2 . 3 . 4 . 5	Lazy
Organized	1 . 2 . 3 . 4 . 5	Unorganized
Superstitious	1 . 2 . 3 . 4 . 5	Realistic
Alcholic	1 . 2 . 3 . 4 . 5	Antialcholic
	1 . 2 . 3 . 4 . 5	

Sosial Class
SC
Legit mod
Bimod
Culmod
Solmod
Army Rank
Religion
Lucky number
Zodiac Sign
Raising Sign
Star Sign
Home town
Subject/citizen of
Place of recidence
Birth Place
Birth Date
Vision
Hearing
Reality power
Sun tolerance

Fears faced/other mods	

Resistance rolls	
Poison	(CO)
Disease	(CO)
Fear	(SD)
Cold	(CO)
Heat	(CO)
PEM	(none)
Magics	
Essence	(EM)
Chan.	(IN)
Ment	(PR)
Es/Ch	(EM/IN)
Es/Me	(EM/PR)
Ch/Me	(IN/PR)
Es/Ch/Me	(EM/IN/PR)

Frame
Missile mod
Weapon damage
Hide mod
Food mod

Gems	

Languages	speak/write
1,	/
2,	/
3,	/
4,	/
5,	/
6,	/
7,	/
8,	/
9,	/
10,	/
11,	/
12,	/
13,	/
14,	/
15,	/
16,	/
17,	/
18,	/
19,	/
20,	/
21,	/

Followers/Pets
Init
OB
DB

Gems	

Mithril	Platinum	Gold
Silver	Bronze	Gold
Copper	Tin	Gold

Geases

Gifts

Diseases

Others

Family information

Nro	Item name	Where	# of	Wt.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
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42				
43				
44				
45				
46				
47				
48				
49				
50				
51				
52				
53				
54				
55				
56				
	Total Weight			
	Load modifier			

Horse name	Level	
Race/type	CO	
AT: head ( ) neck ( )	ST	
Exp	IQ	
Attacks	BM	
Charge	Age	
	Hits	
Stationary	Man	

Nro	Item name	Where	# of	Wt.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
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22				
23				
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25				
26				
27				
28				
29				
30				
31				
32				
33				
34				
35				
36				
37				
38				
39				
40				
41				
42				
43				
44				
45				
46				
	Total Weight			
	Load modifier			

Spell list name	To Lvl

Useful spell	Lvl

Creature name	Count

To What	When	Minuses	When Ok	Heal Rate	Time

People	When	Where	Influence	Reaction
Own				????
		Total		

Character Story