Name and Used Title

| Picture |
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| Own Coat Of Arms | Family Coat of Arms |
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| --- |
| Male/Female |
| Length<br>ft'in ' " |
| Weight<br>lb |
| Race |
| Skin |
| Hair |
| Eyes |
| Frame |
| Body Size |
| Head Size |
| Hand Size |
| Shoe Size |
| On head |
| In Hands |
| Around body<br>(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) | |

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

| 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) | |

| 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 |
|---|---|---|---|---|---|---|---|
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| 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 |
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| Fears faced/other mods | |
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| 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) |
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| Frame |
|---|
| Missile mod |
| Weapon damage |
| Hide mod |
| Food mod |

| Gems | |
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| Languages | speak/write |
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| 19. | / |
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| 21. | / |

| Followers/Pets |
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| Init |
| OB |
| DB |
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| Gems | |
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|---|---|---|
| Mithril | Platinum | Gold |
| Silver | Bronze | Gold |
| Copper | Tin | Gold |

Geases

Gifts

Diseases

Others

Family information

| Nro | Item name | Where | # of | Wt. |
|---|---|---|---|---|
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| | 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. |
|---|---|---|---|---|
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| | Total Weight | | | |
| | Load modifier | | | |

| Spell list name | To Lvl |
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| Useful spell | Lvl |
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| To What | When | Minuses | When Ok | Heal Rate | Time |
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| People | When | Where | Influence | Reaction |
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**Character Story**