

# CHARACTER SHEET

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

## Attributes

**ACL**  
 **ACR**  
 **APP**  
 **CON**  
 **DEX**  
 **INT**  
 **PRE**  
 **STR**  
 **WIL**

## Personal Information

AREA OF ORIGIN: \_\_\_\_\_  
 SOCIAL STATUS: \_\_\_\_\_ (    %) \_\_\_\_\_  
 OCCUPATION: \_\_\_\_\_  
 DISTINGUISHING MARKS: \_\_\_\_\_  
 LOVES: \_\_\_\_\_  
 FEARS: \_\_\_\_\_  
 HATES: \_\_\_\_\_  
 LIFTING LIMIT: \_\_\_\_\_ lbs.    HOLD BREATH: \_\_\_\_\_ ROUNDS  
 RACE: \_\_\_\_\_    SEX: \_\_\_\_\_    AGE: \_\_\_\_\_  
 HEIGHT: \_\_\_\_\_ ' \_\_\_\_\_ "    WEIGHT: \_\_\_\_\_ lbs.  
 SEARCH ROLL:     LITERATE?: YES  NO

## Luck

**CURRENT LUCK**  
  
**MAXIMUM LUCK**  
  
**LUCK ROLL**

## Movement

CLIMB: \_\_\_\_\_ FEET/ROUND    WALK: \_\_\_\_\_ MILES/HOUR  
 FLY: \_\_\_\_\_ FEET/ROUND  
 FLY: \_\_\_\_\_ MILES/HOUR    TRAVEL TIME UNENCUMBERED:  
 JUMP: \_\_\_ / \_\_\_ FEET (UP/FWD)    \_\_\_\_\_ ROUNDS    \_\_\_\_\_ HOURS  
 RUN: \_\_\_\_\_ FEET/ROUND  
 SWIM: \_\_\_\_\_ FEET/ROUND    TRAVEL TIME ENCUMBERED:  
 SWIM: \_\_\_\_\_ MILES/HOUR    \_\_\_\_\_ ROUNDS    \_\_\_\_\_ HOURS  
 TUNNEL: \_\_\_\_\_ FEET/ROUND

## Character Points

STARTING POINTS: \_\_\_\_\_  
 EXPERIENCE POINTS: + \_\_\_\_\_  
 TOTAL POINTS: = \_\_\_\_\_  
 SPENT POINTS: - \_\_\_\_\_  
 UNSPENT POINTS: = \_\_\_\_\_

## Combat

**ATTACK ORDER**     **MAXIMUM KHP**     **CURRENT KHP**     **MAXIMUM CHP**     **CURRENT CHP**  
 HAND-to-HAND: \_\_\_\_\_ %    H-t-H DAMAGE: \_\_\_\_\_ d \_\_\_\_\_ C    WRESTLING: \_\_\_\_\_ %    PINNING STR: \_\_\_\_\_

WEAPON	TO HIT	DAMAGE	SHOTS	RANGE PENALTY
	%			
	%			
	%			
	%			
	%			

ARMOR		
d%	LOCATION	POINTS
01-05	HEAD / NECK	
06-15	LEFT ARM	
16-25	RIGHT ARM	
26-45	CHEST/STOMACH	
46-60	GENITALS	
61-80	LEFT LEG	
81-00	RIGHT LEG	
AVERAGE ARMOR		
DEFENSE PENALTY		
MENTAL ARMOR		

DEFENSE MINUSES				
ARMORED		UNARMORED		MENTAL DEFENSE
WITH SHIELD	NO SHIELD	WITH SHIELD	NO SHIELD	
%	%	%	%	%

## Extra Abilities

\_\_\_\_\_

## Notes

\_\_\_\_\_









