

NAME _____	STR _____	Effort roll _____%	HP _____	MP _____
Race _____ Gender _____	CON _____	Stamina roll _____%		
Handedness _____ Height _____ Weight _____	SIZ _____	Damage Bonus _____		
Description _____	INT _____	Idea roll _____%		
_____ Age _____	POW _____	Luck roll _____%		
Distinctive Features _____	DEX _____	Agility roll _____%		
_____	CHA _____	Charisma roll _____%		
Gods/Religion _____	EDU _____	Scholastic roll _____%		
Profession _____				

COMMUNICATION (INT+CHA) (____)	KNOWLEDGE (INT+EDU) (____)	PHYSICAL (CON+DEX) (____)
Bargain (10%) _____	Alchemy (00%) _____	Acrobatics/Jumping (20%) _____
Charm/Enchant (05%) _____	Architecture/Engineering (00%) _____	Climb (25%) _____
Courtly Graces (05%) _____	Business/Administration (00%) _____	Dance (10%) _____
Disguise/Act (05%) _____	Evaluate (10%) _____	Farming (35%) _____
Fast Talk/Lie (20%) _____	History/Folklore (25%) _____	Mining (05%) _____
Oratory/Public Speak (05%) _____	Medicine/Surgery (00%) _____	Ride (10%) _____
Persuade/Intimidate (05%) _____	Nature/Survival (25%) _____	Smithing (00%) _____
Sing (20%) _____	Navigate (05%) _____	Swim (25%) _____
_____	Own Language (40%) _____	Axe/Mace Combat (20%) _____
_____	Physick/First Aid (10%) _____	Spear/Pole Arm Combat (15%) _____
_____	Research (00%) _____	Sword/Dagger Combat (10%) _____
_____	Science (00%) _____	Unarmed Combat (25%) _____
_____	Tame/Train (00%) _____	Bow Archery (10%) _____
_____	Language (00%) _____	Crossbow Archery (20%) _____
MANIPULATION (INT+DEX) (____)	Lore (00%) _____	Guns/Black Powder (00%) _____
Cooking (25%) _____	_____	Thrown Weapon/Sling (25%) _____
Driving (20%) _____	_____	_____
Mechanics (00%) _____	_____	_____
Operate Airship (00%) _____	_____	_____
Pick Lock (00%) _____	_____	_____
Gambling (10%) _____	_____	_____
Sailing (10%) _____	PERCEPTION (INT+POW) (____)	_____
Scribe (00%) _____	Alertness (15%) _____	_____
Set/Disarm Trap (05%) _____	Listen (25%) _____	_____
Sleight of Hand (05%) _____	Search (20%) _____	_____
Stealth (10%) _____	Taste/Smell (10%) _____	_____
Torture (05%) _____	Track (05%) _____	_____
Craft (00%) _____	_____	_____
Play Instrument (00%) _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WEAPON	ROLL	DAMAGE	HP, RANGE, etc.	SHIELD	PROT	Roll	Crit	Spe	Fum
_____	_____	_____	_____	_____	_____	01-05	01	01	96
_____	_____	_____	_____	_____	_____	06-10	01	02	96
_____	_____	_____	_____	_____	_____	11-15	01	03	96
_____	_____	_____	_____	_____	_____	16-20	01	04	96
_____	_____	_____	_____	_____	_____	21-25	02	05	97
_____	_____	_____	_____	_____	_____	26-30	02	06	97
_____	_____	_____	_____	ARMOR	PROT	31-35	02	07	97
_____	_____	_____	_____	_____	_____	36-40	02	08	97
_____	_____	_____	_____	_____	_____	41-45	03	09	98
_____	_____	_____	_____	_____	_____	46-50	03	10	98
_____	_____	_____	_____	_____	_____	51-55	03	11	98
_____	_____	_____	_____	_____	_____	56-60	03	12	98
_____	_____	_____	_____	_____	_____	61-65	04	13	99
TALENTS/POWERS/SPELLS	EQUIPMENT/NOTES					66-70	04	14	99
_____	_____					71-75	04	15	99
_____	_____					76-80	04	16	99
_____	_____					81-85	05	17	00
_____	_____					86-90	05	18	00
_____	_____					91-95	05	19	00
_____	_____					96-100	05	20	00
_____	_____					101-105	06	21	00
_____	_____					106-110	06	22	00
_____	_____					111-115	06	23	00
_____	_____					116-120	06	24	00