

NAME _____ PLAYER _____

RACE _____ COUNTRY _____

PROFESSION _____ BACKGROUND _____

DESCRIPTION _____

AGE _____ HEIGHT _____ WEIGHT _____



	Score	Temp		Score	Temp
STRENGTH	<input type="text"/>	<input type="text"/>	INTELLIGENCE	<input type="text"/>	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>	POWER	<input type="text"/>	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>	CHARISMA	<input type="text"/>	<input type="text"/>
SIZE	<input type="text"/>		COMBAT ACTIONS	<input type="text"/>	
STRIKE RANK	<input type="text"/>		DAMAGE MODIFIER	<input type="text"/>	
MOVEMENT	<input type="text"/>		HERO POINTS	<input type="text"/>	

Points de Magie Max

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 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40

Fatigue

Winded Skills -10%

Tired Skills -20%, Move -1m

Wearied Skills -30%, Move -1m, SR -2

Exhausted Skills -40%, Move/2, SR -4, Dex -5

Debilitated Skills -50%, Move/2, SR -6, Dex -10

BASIC SKILLS		Sing	CHA	ADVANCED SKILLS		Mechanisms	DEX+INT
Acrobatics	DEX <input type="text"/>	Sleight	DEX <input type="text"/>	Craft	INT <input type="text"/>	Play Instrument	CHA <input type="text"/>
Athletics	STR+DEX <input type="text"/>	Stealth	10+DEX-SIZ <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>
Boating	STR <input type="text"/>	Throwing	DEX <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>
Dodge	10+DEX-SIZ <input type="text"/>	Unarmed	STR <input type="text"/>	♦	<input type="text"/>	Shiphandling	INT <input type="text"/>
Driving	10+POW <input type="text"/>	WEAPON SKILLS		Dance	DEX <input type="text"/>	Streetwise	POW+CHA <input type="text"/>
Evaluate	INT <input type="text"/>	Close combat	STR+DEX <input type="text"/>	Disguise	CHA <input type="text"/>	Survival	INT+POW <input type="text"/>
First Aid	INT <input type="text"/>	Ranged	DEX <input type="text"/>	Engineering	INT <input type="text"/>	Tracking	INT <input type="text"/>
Influence	10+CHA <input type="text"/>	♦	<input type="text"/>	Healing	INT+POW <input type="text"/>	-----	<input type="text"/>
Lore (Animal)	INT <input type="text"/>	♦	<input type="text"/>	Lore	INT <input type="text"/>	-----	<input type="text"/>
Lore (Plant)	INT <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>	-----	<input type="text"/>
Lore (World)	INT <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>	-----	<input type="text"/>
Perception	INT+POW <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>	Languages	INT <input type="text"/>
Persistence	10+POW <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>
Resilience	CON+POW <input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>	♦	<input type="text"/>
Riding	DEX+POW <input type="text"/>	♦	<input type="text"/>	Martial Arts	DEX <input type="text"/>	♦	<input type="text"/>

Hit Locations

D20	Hit Location	Armour Points	Hit Points
1-3	Right leg	<input type="text"/>	<input type="text"/> <input type="text"/>
4-6	Left leg	<input type="text"/>	<input type="text"/> <input type="text"/>
7-9	Abdomen	<input type="text"/>	<input type="text"/> <input type="text"/>
10-12	Chest	<input type="text"/>	<input type="text"/> <input type="text"/>
13-15	Right Arm	<input type="text"/>	<input type="text"/> <input type="text"/>
16-18	Left Arm	<input type="text"/>	<input type="text"/> <input type="text"/>
19-20	Head	<input type="text"/>	<input type="text"/> <input type="text"/>

Notes

Favoured Close Combat Weapons

Weapon	Skill Score	Damage	ENC	AP/HP	Special Notes

Favoured Ranged Weapons

Weapon	Skill Score	Damage	Range	Load	ENC	AP/HP

