

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA Luck Points

○ ○ ○ ○ ○ ○ ○ ○

Attributes

Action Points Damage Mod Exp. Mod Healing Rate Initiative Move Rate Initiative Penalty Magic Points

○ ○ ○ ○ ○ ○ ○ ○

Character Information

Player _____

Character _____ Race/Culture _____

Class _____ Rank _____

Homeland _____ Deity _____

Age _____ Gender _____ Handedness _____

Frame _____ Height _____ Weight _____

Description/Portrait

Passions

_____ %

_____ %

_____ %

_____ %

Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/	_____	_____
04-06	Left Leg	/	_____	_____
07-09	Abdomen	/	_____	_____
10-12	Chest	/	_____	_____
13-15	Right Arm	/	_____	_____
16-18	Left Arm	/	_____	_____
19-20	Head	/	_____	_____

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	____%
Boating	STR+CON	____%
Brawn	STR+SIZ	____%
Conceal	DEX+POW	____%
Customs	INT x2	____%
Dance	DEX+CHA	____%
Deceit	INT+CHA	____%
Drive	DEX+POW	____%
Endurance	CON x2	____%
Evade	DEX x2	____%
First Aid	INT+DEX	____%
Influence	CHA x2	____%
Insight	INT+POW	____%
Locale	INT x2	____%
Perception	INT+POW	____%
Ride	DEX+POW	____%
Sing	POW+CHA	____%
Stealth	INT+DEX	____%
Swim	STR+DEX	____%
Unarmed	STR+DEX	____%
Willpower	POW x2	____%

Professional Skills

Skill	Characteristics	%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose		No Activity Possible			48 hours
<input type="checkbox"/>	Dead					Never

Combat Styles

Style	%	Weapons
_____	____%	_____
Unarmed	____%	_____

Notes

Experience Rolls

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Money & Wealth

PP
EP
GP
SP
CP
Gems, Jewels and Other Items

Magic Items

Item and Magic

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Equipment

Item Enc

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Spells Known

Spell & Rank

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Notes

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