

Luther Erikwright

ROLEPLAYING ACROSS THE PARALLELS



Characteristics

STR CON SIZ DEX INT POW CHA Luck Points

○ ○ ○ ○ ○ ○ ○ ○

Attributes

Action Points Damage Mod Exp. Mod Healing Rate Move Rate Prana Points Strike Rank Tenacity Points

○ ○ ○ ○ ○ ○ ○ ○

Character Information

Player _____

Character _____ Parallel Designator _____

Sociological Type _____ Level of Development _____

Social Class _____ Career _____

Age _____ Gender _____ Handedness _____

Frame _____ Height _____ Weight _____

Description _____

Passions

Dependencies & Traits

_____ % _____ %

_____ % _____ %

_____ % Traits: _____ %

_____ % _____ %

Hit Locations

Id20	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	Damage	Fire Rate	Range	Ammo	Traits (Size/Reach for Melee Weapons)	Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	___%
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	___%
Home Parallel	INT x2	___%
Influence	CHA x2	___%
Insight	INT+POW	___%
Native Tongue	INT+CHA	___%
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	%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%
_____	_____	___%

Fatigue

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

Sciences

_____	INT x2	___%
_____	INT x2	___%

Combat Styles

Style	%	Weapons	Traits
Unarmed	___%	_____	_____
_____	___%	_____	_____
_____	___%	_____	_____
_____	___%	_____	_____

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
I Hopeless	No Attempt Poss

Other Languages		
Language	Characteristics	%
	INT+CHA	___%
	INT+CHA	___%
	INT+CHA	___%
	INT+CHA	___%

Equipment	
Item	Enc

Money/Wealth/Property
Description

Character	
Name	Career
Notes	

Psionic Talents and Powers			
Talent	%	Intensity	Powers

Allies, Enemies, Friends	
Name	A, E or F

Valhalla History/Parallels Visited

Family	
Name	Relationship

Special Events & Mental Stability
What Happened?