

WORLDS UNITED

Player: _____ Character: _____
Species: _____ Gender: _____ Age: _____
Frame: _____ Culture: _____
Height: _____ Social Class: _____
Weight: _____ Career: _____

Campaign Level & Campaign Notes

Contacts, Allies & Enemies

Characteristics

	Original	Max.	Current
Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Constitution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Size	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Attributes

	Original	Current
Action Points	<input type="checkbox"/>	<input type="checkbox"/>
Damage Modifier	<input type="checkbox"/>	<input type="checkbox"/>
Experience Modifier	<input type="checkbox"/>	<input type="checkbox"/>
Healing Rate	<input type="checkbox"/>	<input type="checkbox"/>
Initiative Bonus	<input type="checkbox"/>	<input type="checkbox"/>
Tenacity Points	<input type="checkbox"/>	<input type="checkbox"/>
Movement Rate	<input type="checkbox"/>	<input type="checkbox"/>

Money & Wealth

Income _____ Day _____ Week _____ Season _____ Year _____
\$ _____

Tenacity Points

0	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	

Used MP (active effects): _____

Standard Skills

Skill	basic %	<input type="checkbox"/>	<input type="checkbox"/>	%
Athletics	STR + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Boating	STR + CON	<input type="checkbox"/>	<input type="checkbox"/>	_____
Brawn	STR + SIZ	<input type="checkbox"/>	<input type="checkbox"/>	_____
Conceal	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Customs	INT x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Dance	DEX + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Deceit	INT + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Drive	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Endurance	CON x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evade	DEX x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
First Aid	INT + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Influence	CHA x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Insight	INT + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Locale	INT x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception	INT + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Sing	CHA + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Stealth	DEX + INT	<input type="checkbox"/>	<input type="checkbox"/>	_____
Swim	STR + CON	<input type="checkbox"/>	<input type="checkbox"/>	_____
Unarmed	STR + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Willpower	POW x2	<input type="checkbox"/>	<input type="checkbox"/>	_____

Professional Skills

Skill	Basic %	<input type="checkbox"/>	<input type="checkbox"/>	%
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

Languages (INT + CHA)

Skill	<input type="checkbox"/>	<input type="checkbox"/>	%
Native T. (_____)	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

Experience Rolls

Gifts

Meditation CON + INT _____
Mysticism CON + POW _____

Passions

Passion	%
_____	_____
_____	_____
_____	_____
_____	_____

Equipment & Armour

Equipment ENC _____

Armour ENC (Equipped = ENC/2) _____

TOTAL ENC _____

Armour Penalty (U) = armour ENC/5 _____

Hit Locations

d20	Location	AP	Hit Points																					
19 - 20	Head		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
16 - 18	Left Arm		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
13 - 15	Right Arm		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
10 - 12	Chest		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
7 - 9	Abdomen		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
4 - 6	Left Leg		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10
1 - 3	Right Leg		0	1	2	3	4	5	6	7	8	9	10	0	1	2	3	4	5	6	7	8	9	10

Resistances

Skill	basic %		<input checked="" type="checkbox"/>	%
Brawn	STR + SIZ	<input type="checkbox"/>	<input type="checkbox"/>	_____
Endurance	CON x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evade	DEX x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Willpower	POW x2	<input type="checkbox"/>	<input type="checkbox"/>	_____

Fatigue

Level	Fresh	Winded	Tired	Wearied	Exhausted	Debilitated	Incapacitated	Semi-Conscious	Comatose	Dead
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Combat Styles

Style name	Weapons	Trait		<input checked="" type="checkbox"/>	%
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

Weapons & Shields

Ranged Weapons	Damage	DM	Force	Load	Range	Combat Effects	Rate	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____

Melee Weapons & shields	Damage	Size	Reach	Traits	Combat Effects	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____

Movement

Movement types

	Move	U
Walk	_____	-
Run ⁽¹⁾ (Move + Ath. %/25* x 0,5 m) x3	_____	- U m
Sprint ⁽²⁾ (Move + Ath. %/25* m) x5	_____	- U m
Jump ⁽³⁾	Horizontal ⁽⁴⁾ {h _{PC} x2 + Ath. %/20* m}	_____ - U /2 m
	Vertical ⁽⁴⁾ {h _{PC} + (Ath. %/20)* x 0,2 m}	_____ - U /2 m
Climb	Rough or rugged surface	_____ - U /2 m
	Steep surface	_____ - U m
	Sheer surface	_____ - U x2 m
Swim ⁽⁵⁾ (Move + Swim %/20* m)	_____	(4)

⁽¹⁾: Athletics critical success: +1 m to base/jump Movement.

⁽²⁾:h_{PC}: PC's height (meters). Minimal run-up = 5 m.

Without run-up: halved distance and - U /4 m.

⁽³⁾:Swimming critical success = +1 m.

⁽⁴⁾: Swimming Move /2 - U = $\begin{cases} > 0: \text{PC floats and can move.} \\ = 0: \text{PC floats but can't move.} \\ < 0: \text{PC sinks.} \end{cases}$

⁽⁵⁾:rounded down.

Organisations/Affiliations

Psychic Powers

Disciplines Known

Discipline

Talents

Psionics

POW x2
