

Bamf

Character Name: _____

Player: _____

Skills			Related skills give +5% to roll (max +20%) if higher					
Skill Name	Stat	%	Skill Name	Stat	%	Skill Name	Stat	%

Weapon Stats								
Name:			Crit	5	4	3	2	1
SHP Soak:	Speed:	Precision:	Dmg					
Name:			Crit	5	4	3	2	1
SHP Soak:	Speed:	Precision:	Dmg					
Name:			Crit	5	4	3	2	1
SHP Soak:	Speed:	Precision:	Dmg					

Armor/Hit Points								
Evade	Armor	Speed Mod.	Armor Soak		SHP's		DHP's	
			Full	Current	Full	Current	Full	Current

Special Abilities							
Ability Name	Skill	TAL Cost	Notes	TAL Level	TAL	Evade	
		/		100%			
		/		-2 spd/-5% skill			
		/		-4 spd/-10% skill			
		/		Current TAL			
		/		Full	Current		
		/		TAL Recovery: x			

←	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	*
	60	50	45	40	35	30	26	22	19	16	14	12	10	9	8	7	*
*	G	F	E	D	C	B	A	A ¹	A ²	A ³	A ⁴	A ⁵	A ⁶	A ⁷	A ⁸	A ⁹	•
*	6	5	4	4	3	3	2	2	1	1	1	1	1	1	1	0	•

Base speed [(Str+Agl)/10] + Armor Mod = **Combat Speed**
 10 feet move = (4 - **Evasion**) **Move** segments.

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Character Name: _____

Player: _____

Age: _____	Birthday: _____	Height: _____	Weight: _____	Other: _____
Appearance: _____				

Personality: _____				

Ability Scores			
Physical	Score	Skill/Contest	Apt.
Strength			
Agility			
Constitution			
Comeliness			
Mental			
Intelligence			
Wisdom			
Willpower			
Charisma			
Mystical			
Power			
Control			
Resistance			
Purity			

Aptitude

Score 01-50 = 1 roll
 Score 51-75 = 2 rolls
 Score 76-90 = 3 rolls
 Score 91-99 = 4 rolls
 Score 00 = 5 rolls

Plus Points

Available: _____
 Spent: _____

Knacks (cost +3+): _____

Cost to buy rolls

Specific skill: +1+
 Spell: +1+
 Special ability: +5+
 Ability score: +7+

Equipment

[illegible]

Notes