

BASIC ROLEPLAYING



NAME _____
Race _____ Gender _____
Handedness _____ Height _____ Weight _____
Description _____ Age _____
Distinctive Features _____
MOV _____
Gods/Religion _____
Profession _____ Wealth _____

Characteristics & Rolls

STR _____ Effort roll _____ %
CON _____ Stamina roll _____ %
SIZ _____ Damage Bonus _____
INT _____ Idea roll _____ %
POW _____ Luck roll _____ %
DEX _____ Agility roll _____ %
APP _____ Charisma roll _____ %
EDU _____ Know roll _____ %

Hit Points

Major Wound _____
DEAD(- _____)
00 01 02 03 04 05
06 07 08 09 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

Skills

COMMUNICATION

bonus (____) _____

- ☐ Bargain (05%) _____ %
- ☐ Command (05%) _____ %
- ☐ Disguise (01%) _____ %
- ☐ Etiquette (05%) _____ %
- ☐ Fast Talk (05%) _____ %
- ☐ Language, Own (INT/EDUx5%) _____ %
- ☐ _____ %
- ☐ Language, Other (00%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Perform (05%) _____ %
- ☐ Persuade (15%) _____ %
- ☐ Status (15% or var.) _____ %
- ☐ _____ %
- ☐ Teach (10%) _____ %

MANIPULATION

bonus (____) _____

- ☐ Art (05%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Craft (05%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Demolition (01%) _____ %
- ☐ Fine Manipulation (05%) _____ %
- ☐ Heavy Machine (01%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Repair (15%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Sleight of Hand (05%) _____ %

MENTAL

bonus (____) _____

- ☐ Appraise (15%) _____ %
- ☐ First Aid (30%) _____ %
- ☐ Gaming (INT+POW) _____ %
- ☐ Knowledge (____%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Literacy (____%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Medicine (____%) _____ %
- ☐ Psychotherapy (____%) _____ %
- ☐ Science (01%): _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Strategy (01%) _____ %
- ☐ Technical Skill (____%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %

PERCEPTION

bonus (____) _____

- ☐ Insight (05%) _____ %
- ☐ Listen (25%) _____ %
- ☐ Navigate (10%) _____ %
- ☐ Research (25%) _____ %
- ☐ Sense (10%) _____ %
- ☐ Spot (25%) _____ %
- ☐ Track (10%) _____ %

PHYSICAL

bonus (____) _____

- ☐ Climb (40%) _____ %
- ☐ Dodge (DEX x02%) _____ %
- ☐ Drive (____%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Fly (____%) _____ %
- ☐ Hide (10%) _____ %
- ☐ Jump (25%) _____ %
- ☐ Pilot (01%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Projection (DEX x02%) _____ %
- ☐ Ride (05%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ Stealth (10%) _____ %
- ☐ Swim (25%) _____ %
- ☐ Throw (25%) _____ %

COMBAT

bonus (____) _____

- ☐ Martial Arts (01%) _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %
- ☐ _____ %

see WEAPONS below for more combat skills

Weapons

weapon type	attack/parry	damage	range	attacks	length	hand	HP
☐ _____	_____ %	_____	_____	_____	_____	_____	_____
☐ _____	_____ %	_____	_____	_____	_____	_____	_____
☐ _____	_____ %	_____	_____	_____	_____	_____	_____
☐ _____	_____ %	_____	_____	_____	_____	_____	_____
☐ _____	_____ %	_____	_____	_____	_____	_____	_____
☐ Brawl (25%)	_____ %	1D3+db	touch	1	close	1h	n/a
☐ Grapple (25%)	_____ %	special	touch	1	close	2h	n/a

Armor

armor type	armor value
_____	_____
_____	_____
_____	_____
shield type	parry/attack damage HP
☐ _____	_____ % _____
☐ _____	_____ % _____

Player

Name _____



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