

CHARACTER STATISTICS

	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier
Str Strength				
Dex Dexterity				
Con Constitution				
Int Intelligence				
Wis Wisdom				
Cha Charisma				

	Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier	Temp. Modifier
Fort CON						
Ref DEX						
Will WIS						

	Current	Maximum	Temp.	Subdual	Hit Dice	Misc.
Hit Points						
Damage Reduction						

	Total	Base Attack	Strength Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
Melee Attack Bonus										
Weapon	Bonus	Damage	Critical	Range	Type	Size	Hardness	Notes		

	Total	Base Attack	Dexterity Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
Ranged Attack Bonus										
Weapon	Bonus	Damage	Critical	Range	Type	Size	Hardness	Notes		

	Total	Misc. Modifier	Misc. Modifier
Initiative			

Reputation		Action Points	
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	Total	Base Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Natural Armour	Misc. Modifier	Misc. Modifier	Misc. Modifier	
Defence Value										10
Armour Notes				AC when Flat-Footed	Touch Attacks	Max Dex. Bonus	Armour Penalty	Spell Failure	Spell Resistance	Misc. Modifier

SKILLS

Skill Name	Key Ability	Class Skill			Cross Class	Total	Modifiers		
		Ability	Class	Misc.			Ability	Ranks	Misc.
Balance ✓ ★	DEX								
Bluff ✓	CHA								
Climb ✓ ★	STR								
Computer Use	INT								
Concentration ✓	CON								
Craft (_____) ✓	INT								
Decipher Script	INT								
Demolitions	INT								
Diplomacy ✓	CHA								
Disable Device	DEX								
Disguise ✓	CHA								
Escape Artist ✓ ★	DEX								
Forgery ✓	INT								
Gamble	WIS								
Gather Information ✓	CHA								
Handle Animal	CHA								
Hide ✓ ★	DEX								
Innuendo	WIS								
Intimidate ✓	CHA								
Investigate	INT								
Jump ✓ ★	STR								
Knowledge (_____)	INT								
Listen ✓	WIS								
Move Silently ✓ ★	DEX								
Navigate	INT								
Nookie	CON/DEX								
Perform (_____)	CHA								
Pilot	DEX								
Profession (_____)	WIS								
Read/Write Language	None	(_____)							
Repair	INT								
Research	INT								
Ride ✓	DEX								
Search ✓	INT								
Sense Motive ✓	WIS								
Sleight of Hand ★	DEX								
Speak Language	None	(_____)							
Spot ✓	WIS								
Survival ✓	WIS								
Swim ✓ ★★	STR								
Treat Injury	WIS								
Tumble ★	DEX								

✓ These Skills may be used with 0 ranks.
 ★ Armour check penalties apply to these skills.
 ★★ Double the normal armour check penalties apply to these skills.

Maximum Skill Ranks

(Level + 3)

Maximum X-Class Skill Ranks

((Level + 3) ÷ 2)

Total Skill Points

A vertical arrangement of various objects including a sword, a mug, a yin-yang pendant, a book, a dagger, a quill, and a harp.

Languages

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Notes

COHORTS AND FOLLOWERS

Henchman Name: _____

Level: _____ Type: _____

<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<i>Fort</i> Save		<i>Reflex</i> Save		<i>Will</i> Save	
<i>Hit</i> Points			<i>Initiative</i>		

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

Special Abilities: _____

Gimp Name: _____

Perversion: _____ Type: _____

<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<i>Fort</i> Save		<i>Reflex</i> Save		<i>Will</i> Save	
<i>Hit</i> Points			<i>Initiative</i>		

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

Special Abilities: _____

Companion Name: _____

Creature: _____ Type: _____

<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<i>Fort</i> Save		<i>Reflex</i> Save		<i>Will</i> Save	
<i>Hit</i> Points			<i>Initiative</i>		

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

Familiar Name: _____

Creature: _____ Type: _____

<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<i>Fort</i> Save		<i>Reflex</i> Save		<i>Will</i> Save	
<i>Hit</i> Points			<i>Initiative</i>		

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

A vertical strip of various weapons and symbols, including a battle-axe, a dagger, a trident, a bomb, a skull, a mace, and a caduceus.

[illegible]

<i>Dollars</i>	<i>Movement</i>	<i>Rate</i>	<i>Movement</i>	<i>Rate</i>					
	<i>Walk</i> (=Base)		<i>Hour Walk</i>						
	<i>Hustle</i>		<i>Hour Hustle</i>						
	<i>Run</i> (x3)		<i>Day Walk</i>						
	<i>Sprint</i> (x4)		<i>Special</i>						
	<i>Load</i>	<i>Weight Carried</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>Run</i>				
	Light								
	Medium								
	Heavy								
<i>Current Load</i>		<i>Total Weight Carried</i>		<i>Lift over head = max load</i>		<i>Lift off the ground =x2 max load</i>		<i>Push or Drag = x5 max load</i>	

EQUIPMENT

[illegible][illegible]

<i>Dollars</i>	<i>Movement</i>	<i>Rate</i>	<i>Movement</i>	<i>Rate</i>					
	<i>Walk</i> (=Base)		<i>Hour Walk</i>						
	<i>Hustle</i>		<i>Hour Hustle</i>						
	<i>Run</i> (x3)		<i>Day Walk</i>						
	<i>Sprint</i> (x4)		<i>Special</i>						
	Load	Weight Carried	Max Dex	Check Penalty	Run				
	Light								
	Medium								
	Heavy								
Current Load		Total Weight Carried		Lift over head = max load		Lift off the ground =x2 max load		Push or Drag = x5 max load	

PHYSICAL DESCRIPTION

Character: _____

Alias: _____

Affiliation: _____

Religion: _____

Profession: _____

Reputation: _____

Age: _____ *Gender:* _____

Height: _____ *Handed:* _____

Weight: _____ *Race:* _____

Physical Description: _____

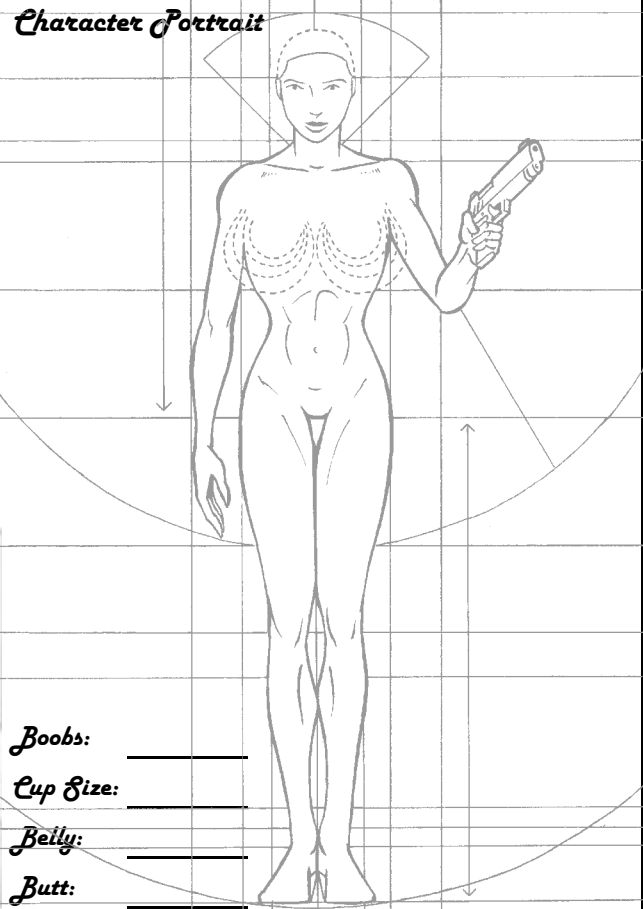
Personality: _____

Details of Companions & Familiars: _____

Businesses, Gangs & Mobs: _____

Debts: _____

Character Portrait



Boobs: _____

Cup Size: _____

Belly: _____

Butt: _____

Clubs & Organisations: _____

Details of Enemies & Adversaries: _____

Details of Friends & Contacts: _____

Quote: _____
