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BASIC ROLEPLAYING



NAME		Chara	acteristics & Rolls	Hit Points
Race	Gender	STR	Effort roll	Major Wound
HandednessHeight _		CON	Stamina roll	% DEAD ()
Description		SIZ	Damage Bonus	00 01 02 03 04 05
Bescription	Age		Idea roll	% 06 07 08 09 10 11
Distinctive Features		POW	Luck roll	
	NOV		Agility roll	
0.15.1		APP		10 1) 20 21 22 29
Gods/Religion				27 23 20 21 20 27
Profession	Wealth	EDU	Know roll	— [%] 30 31 32 33 34 35
	SI	kills		
COMMUNICATION bonus () MENTAL	bonus	() PHYSICAL	bonus ()
☐ Bargain (05%)	% Appraise (15%)		%	%
☐ Command (05%)	% □ First Aid (30%)	7.5	% 🗖 Dodge (DEX	x02%)%
☐ Disguise (01%)	% Gaming (INT+PO	W)	% Drive (%)%
	% Knowledge (_%)	<u> </u>	%
	% 🗖		% 🗖	%
Language, Own (INT/EDUx5%)	<u> </u>			
	% <u> </u>		%	%
Language, Other (00%)	Literacy (%)		☐ Hide (10%)	%
<u></u>	.% 📮			%
				%
	% <u> </u>			%
	%		% 🗖	%
	% Psychotherapy (_ % Science (01%):		% 🔲	%
☐ Teach (10%)				DEX x02%)%
	%		Ride (05%)	%
MANIPULATION bonus ()			% %
Art (05%)	, -			%
	.% ☐ Strategy (01%)		%	
	* Technical Skill (%)	□ Swim (25%)	% %
Craft (05%)			, ,	
			%	
	%		% COMBAT	bonus ()
the state of the s	% PERCEPTION	bonus	Martial Arts	
Heavy Machine (01%)	☐ Insight (05%)	оониз	() %	
	% Listen (25%)		0/	%
	% Navigate (10%)	401	see WEAPO	NS below for more combat skills
Repair (15%)	Research (25%)	5.700 7	——————————————————————————————————————	%
	% Sense (10%)		% _	%
	% Spot (25%)		% 🗖	%
☐ Sleight of Hand (05%)	% Track (10%)		% 🗖	%
W	eapons			Armor
weapon type attack/par		acks length han	d HP armor type	armor value
	%	G		
			2000	
<u> </u>	_%		shield type	parry/attack damage HP
	_%			%
·	_%		0	%
☐ Brawl (25%)	_% 1D3+db touch	1 close 1h	n/a	Player
☐ Grapple (25%)	_% special touch			1-12701
- Grappic (25%)	_/o special touch	1 CIUSC 211	n/a N _{ame}	



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BASIC ROLEPLAYING

Character Points					Power Points			
Campaign Power Leve	:1 (Character P	oints		Power Poi	nts () Battery	()	
character failings				points	UNCONS	CIOUS 0 01 02 0	3 04 05 06	
		1200			07 08 09	10 11 12 13 14 15 1	6 17 18 19	
9		7			20 21 22	23 24 25 26 27 28 2	9 30 31 32	
The Part of the Control			1. 1.9.		33 34 35	36 37 38 39 40 41 4	2 43 44 45	
- 2 A- 10 - 10		1000	1	37	46 47 48	49 50 51 52 53 54 5	5 56 57 58	
	21 10 63	100				62 63 64 65 66 67 6		
						75 76 77 78 79 80 8		
		D			85 86 87	88 89 90 91 92 93 9	4 95 96 97	
	acti		wers	cost			character	
power	energy type leve		range	to use	duration	notes	point cost	
						100/100		
100				-				
	-	7		7				
ALCOHOLD TO THE REAL PROPERTY.			735				7773	
9							9	
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			7.11					
		Attack	Powers				odino	
attack power	skill damage	e range	energy type	energy cos	t power	energy type level char	se energy a	
	%			-	-		% 5	
<u> </u>	%				-		%	
	%			-			%	
	%			-	-		%	
0	%%			-	-		%	
	%						% §	
		% □ Brawl	% 🖵 F	ly%		% 🖵 Dodge	%	
Fati						nity		
EXHAUSTED (01 02 03 04				6 07 08 09 10 11 12	\$	
05 06 07 08 09 10 11 12 13 14						5 26 27 28 29 30 31	32 33 34	
24 25 26 27 28 29 30 31 32 33	3 34 35 36 37 38 3	9 40 41 42	35 36 37 3	38 39 40	41 42 43 4	4 45 46 47 48 49 50	51 52 53	
43 44 45 46 47 48 49 50 51 52	2 53 54 55 56 57 5	8 59 60 61	54 55 56 5	57 58 59	60 61 62 6	3 64 65 66 67 68 69	70 71 72	
62 63 64 65 66 67 68 69 70 71	72 73 74 75 76 7	77 78 79 80	73 74 75	76 77 78	79 80 81 8	2 83 84 85 86 87 88	32 33 34 551 52 53 70 71 72 89 90 91 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	
81 82 83 84 85 86 87 88 89 90	91 92 93 94 95 9	6 97 98 99	92 93 94 9	95 96 97	98 99 100		- Paragram	