

HP Name: _____ Player Name: _____
 Race: _____ Date HP was made: _____
 SEC: _____ Deity: _____
 Place of Origin: _____ Ethos: _____
 Nationality: _____ Pantheon _____
 Sex: _____ Age: _____ Attractiveness: _____
 Complexion: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Build: _____
 Handedness: _____ Vocation: _____ Birth Order: _____
 Gen. Discription: _____
 Quirks: _____
 Counter Quirks: _____
 Connections: _____

Joss: _____ Unallocated- AP/Gs: _____ AP/Ss: _____ AP/Xs: _____

CHARACTERISTICS

MENTAL Trait: _____	PHYSICAL Trait: _____	SPIRITUAL Trait: _____
EL: _____	WL: _____ CL: _____ RL: _____	EL: _____
Mnemonic Catagory: _____	Muscular Catagory: _____	Metaphysical Catagory: _____
MMCap: _____	PMCap: _____	SMCap: _____
MMPow: _____	PMPow: _____ EF Bonus: _____	SMPow: _____
MMSpd: _____	PMSpd: _____	SMSpd: _____
Reasoning Catagory: _____	Neural Catagory: _____	Psychic Catagory: _____
MRCap: _____	PNCap: _____	SPCap: _____
MRPow: _____	PNPow: _____	SPPow: _____
MRSpd: _____	PNSpd: _____	SPSpd: _____

AVIODANCE Base Numbers

M (MMSpd+MRSpd): _____ P (PMSpd+PNSpd): _____ S (SMSpd+SPSpd): _____

MONEY

NET WORTH: _____ BANK ACCOUNTS: _____ CASH ON HAND: _____ DMI: _____
 OTHER: _____

MAGICKAL ITEMS

Armor Worksheet

HP's Name: _____ Armor Configuration: _____

Final Armor Speed Factor Total: _____

Location	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	Impact*
ULTRA-VITAL								
SUPER-VITAL								
VITAL								
NON-VITAL								
Ave.								

*Only Magickal Protection Will Affect Impact Type Damage.



Item Protection Locations	Armor Damage										Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	Impact	SFP
Ultra-Vital	1	2	3	4	5	6	7	8	9	10									
U Totals:																			
Super-Vital	1	2	3	4	5	6	7	8	9	10									
S Totals:																			
Vital	1	2	3	4	5	6	7	8	9	10									
V Totals:																			
Non-Vital	1	2	3	4	5	6	7	8	9	10									
N Totals:																			

MOVEMENT

Walking/Tumbling (x1): _____

Cautious/Sneaking (x0.5): _____

Jump, Running (x0.6): _____

Swim, Normal/Climb, Desc. (x0.25): _____

Vaulting (x2): _____

Swim, Fast w. current/ag. current (x0.5/x.75): _____

Running/Swinging (x3): _____

Crawling/Climb, Ascent/Tightrope Walk (x0.1): _____

Evasive/Jump, Stand (x0.3): _____

Other: _____

WEAPONS

HAND WEAPONS	Sub-Area	WP	C	S	Type	Damage	Reach	BAC	# Att.	Durability	Enc.
- PMSpd: + Weapon SF: + Armor SF: = Base Initiative: + 1d10											
Notes: _____											

HAND WEAPON	Sub-Area	WP	C	S	Type	Damage	Reach	BAC	# Att.	Durability	Enc.
- PMSpd: + Weapon SF: + Armor SF: = Base Initiative: + 1d10											
Notes: _____											

HAND WEAPON	Sub-Area	WP	C	S	Type	Damage	Reach	BAC	# Att.	Durability	Enc.
- PMSpd: + Weapon SF: + Armor SF: = Base Initiative: + 1d10											
Notes: _____											

MISSILE WEAPON	Sub-Area	WP	T	S	Type	Damage	Mag.	BAC	ROF	PB	S	M	L	E	Enc.
- PNSpd: + Weapon SF: + Armor SF: = Base Initiative: +1d10															
Notes: _____															

MISSILE WEAPON	Sub-Area	WP	T	S	Type	Damage	Mag.	BAC	ROF	PB	S	M	L	E	Enc.
- PNSpd: + Weapon SF: + Armor SF: = Base Initiative: +1d10															
Notes: _____															

MISSILE WEAPON	Sub-Area	WP	T	S	Type	Damage	Mag.	BAC	ROF	PB	S	M	L	E	Enc.
- PNSpd: + Weapon SF: + Armor SF: = Base Initiative: +1d10															
Notes: _____															

SPEED FACTORS

Attacking 3+WSF+ASF	Moving 6
Changing Action 2	Drawing Weapon 7
Ready Casting 10	Moving from HTH 2
Begin Casting 2	Reloading 9
Staff-like Magickal Device 6	Turning 3
Enchanted Object Use 1	Diving 5
Heka-Engendered Power Use 3	Rising 4

Front/Flank

Strike Location

Rear

Ultra-Vital: X4 (1-10)	Ultra-Vital: X4 (1-25)
Super-Vital: X3 (11-25)	Super-Vital: X3 (26-60)
Vital: X2 (26-40)	Vital: X2 (61-90)
Non-Vital: X1 (41-00)	Non-Vital: X1 (91-00)

Dodging Factor: _____

PR Rating: _____

KNOWLEDGE SKILL AREAS

[illegible]

EQUIPMENT/POSSESSIONS

[illegible]

Items not always on your HP

TOTAL ENCUMBRANCE: On you- _____ Not on you- _____

Container: _____	Load: _____	cu.ft. _____	
Container: _____	Load: _____	cu.ft. _____	
Container: _____	Load: _____	cu.ft. _____	

Normal: _____	Heavy: _____	Very Heavy: _____	Encumbered: _____
+0 SF	+2 SF	+8 SF	+15 SF
Normal MV	3/4 MV	1/2 MV	1/4 MV
EF Mod.:			

HEKA & CASTINGS Astronomy Heka: _____

A.C.T. Heka: _____

Practictioning Level: _____ K/S Heka: _____

Heka Aperture: _____ General Reservoir Heka: _____

[illegible]

Casting Initiative:

Mental based: - MRSpd + 1d10 + any armor SF + any EF

Spiritual based: - SPSPd + 1d10 + any armor SF + any EF

Units of Time

Action Turn (AT)	5 Min.
Battle Turn (BT)	30 Sec.
Critical Turn (CT)	3 Sec.



Base Casting Times

Eyebite	Charm	Cantrip	Spell	Formula	Ritual
1CT*	1CT	5CT	1BT	5BT	1AT+

Readied Casting Time

Casting "Readied" is Activation Time is Now

Eyebite:	No different
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Charm:	Same CT as cast; as last event in that CT
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Cantrip:	1CT
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Spell:	2CTs
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Formula:	3CTs
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Ritual:	5CTs
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*On caster's initiative

Base Heka Cost for Castings

Grade I	Grade II	Grade III	Grade IV	Grade V	Grade VI	Grade VII	Grade VIII	Grade IX	Grade X
20	35	50	75	100	125	150	200	250	300