



CHARACTER FOLIO - FANTASY ROLE-PLAYING EXPANSION

Your fantasy anime and manga characters can't be expected to keep all their notes on random pieces of parchment.

They deserve their own Anime 5E Character Folio.

This is the ultimate character sheet and bookkeeping journal for detailing characters from any style of campaign. The folio includes: a deluxe multi-page character sheet with expanded areas for game stats and descriptions; sections for detailing your character's Attributes, Defects, proficiencies, spells, items, weapons, vehicles, companioins, goals, background, history, and personality; and journal pages on which you can record your character's adventures. It's everything you need, in one place.

Explore, learn, and connect at

Anime5E.com







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The Anime 5E Character Folio is your ultimate Fifth Edition character sheet and player bookkeeping tool!

Let's face it: a simple character sheet just doesn't cut it at today's gaming table and your imagination deserves a larger canvas to express itself. On the following pages, you will describe your character and their adventures in intimate detail, adding depth and personality to your creation as they explore, play, and grow throughout your campaign.

This deluxe 24-page character sheet features expanded sections for detailing your character's Attributes, Defects, Enhancements and Limiters, magic and psionic spells, weapons, companions, items, vehicles, equipment and gear, physical traits and description, family, personality, history, allies, future goals, Levelling advancement, and session journal notes. As the complete story of your anime or manga character, the *Anime 5E Character Folio* is a window into your character's soul!

Range Penalties

Range Rank	Effective Range	Intermediate Range	Remote Range	
1	_	_	_	
2	_	_	_	
3	Up to 30'	30' - 50'	50' - 100'	
4	Up to 300'	300' - 500'	500' - 1000'	
5	Up to 1,500'	1,500'-2,500'	2,500' - 1 mile	
6	Up to 3 miles	3 - 5 miles	5 - 10 miles	
	No Modifier	Disadvantage	No Dexterity Damage	

COVER ARTWORK BY CHABIBIT

GRAPHIC PRODUCTION BY MARK MACKINNON

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http://BESM4.life





Movement Speed (feet/round)

WALK	JOG	DASH	SPRINT
Normal Medium = 30	Normal Medium = 45	Normal Medium = 60	Normal Medium = 150

Jumping Distance (feet)

UP/BACK	RUNNING	STANDING		
3 + Strength Modifier	Strength Score	One-Half Strength Score		

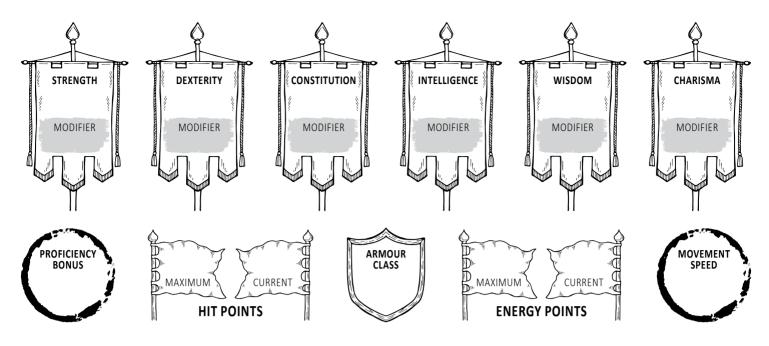
Lift and Manoeuvre Weight (lb)

LIFT/PUSH/DRAG	MANOEUVRE/CARRY
Normal Medium = 30 x Strength Score	Normal Medium = 15 x Strength Score

Difficulty Class (DC)

Difficulty	DC	Interpretation
Very Easy	5	Characters will very rarely fail
Easy	10	Success often requires moderate talent or training
Medium	15	Success often requires above- average talent or training
Hard	18	Success often requires significant talent or training
Very Hard	21	Success requires exceptional talent or training
Nearly Impossible	24	Success requires unparalleled talent or training

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Character Name:
Alias:
Player Name:
Starting Discretionary Points:
Engagement Bonus Points:
Other Non-Levelling Points:
Size Template:
Race:
Alignment:
Age and Gender:
Height and Weight:
Homeland/Habitat:
Campaign Title:
Game Master:
Creation Date:
Retirement Date:

CHARACTER LEVEL	EXP	
CLASS	LEVEL	HIT DICE
·		
COMMON AT	TACK DAM	AGF
COMMON AT	TACK DAM	AGE

PHYSICAL DESCRIPTION AND IMPORTANT NOTES

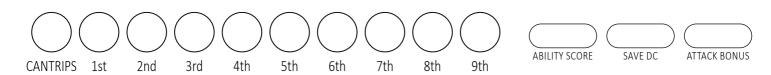
ATTRIBUTE NAME	ACTUAL RANK	EFFECTIVE RANK	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST
			TOTAL DO		

TOTAL	POINT	COST	

SAVING THROWS	ARMOUR & SHIELDS	WEAPONS	TOOLS	LANGUAGES	SKILLS

DEFECT NAME	RANK	POINTS/ RANK	POINT RETURNED	NOTES

TOTAL POINTS RETURNED _____



SPELL	LEVEL	SCHOOL	CAST TIME	RANGE	COMPONENTS	DURATION

ITEM NAME:		ITEM RANK:			
DESCRIPTION:					
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTIVE RANK	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST

Item Attribute	Point	Cost:
5 Points/Rank		

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TOTAL	ATTRIBUTE	& DEFECT	POINT COST	
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ITEM NAME:		ITEM RANK:			
DESCRIPTION:					
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTIVE RANK	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST

Item Attribute Point Cost: 5 Points/Rank

ITEMS

ITEM NAME:		ITEM RANK:			
DESCRIPTION:					
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTIVE RANK	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST

ltem	Attribute	Point	Cost:
5 Poi	nts/Rank		

ITEM NAME:		ITEM RANK:			
DESCRIPTION:					
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTIVE RANK	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST

Item Attribute Point Cost: 5 Points/Rank

VEHICLE NAME:				ITE	M RANK:	
DESCRIPTION:						
SPEED (GROUND)	SPEED (WATER)		SPEED (FLIGHT)		ARMOUR CLASS SIZE & CAPACITY	,
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTI\ RANK	/E	ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST
Item Attribute Point Cost: 5 Points/Rank		тот	AL AT	TRIBUTE & DEFECT	POINT COST	
VEHICLE NAME:				ITE	M RANK:	
DESCRIPTION:						
SPEED (GROUND)	SPEED (WATER)		SPEED (FLIGHT)		ARMOUR CLASS SIZE & CAPACITY	
ATTRIBUTE OR	ACTUAL	EFFECTIV	/E	ENHANCEMENTS	COST/	FINAL

VEITICEE ITAIVIE.	II EIVI IVAIVI.				
DESCRIPTION:					
SPEED (GROUND)	SPEED (WATER)		PEED FLIGHT)	ARMOUR CLASS	S, Y
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTIVI RANK	E ENHANCEMENTS & LIMITERS	COST/ RANK	FINAL COST

Item Attribute Point Cost: 5 Points/Rank

WEAPONS 11

WEAPON A	ATTRIBUTE		
Weapon Name:		Weapon N	٧a
Source of Power:		Source of	P
Description:		Description	n
Actual/Effective Level:		Actual/Eff	e
Point Cost:		Point Cost	t:
Weapon Damage:		Weapon [)a
Enhancements	Limiters	Enh	าล

WEAPON /	ATTRIBUTE
Weapon Name:	
Source of Power:	
Description:	
Actual/Effective Level:	
Point Cost:	
Weapon Damage:	
Enhancements	Limiters

WEAPON ATTRIBUTE				
Weapon Name:				
Source of Power:				
Description:				
Actual/Effective Level:				
Point Cost:				
Weapon Damage:				
Enhancements	Limiters			

WEAPON ATTRIBUTE				
Weapon Name:				
Source of Power:				
Description:				
Actual/Effective Level:				
Point Cost:				
Weapon Damage:				
Enhancements	Limiters			

COMPANION NA	ME:						RANK:	
DESCRIPTION:								
OTHER NOTES:								
STRENGTH	DEXTERITY		CONSTI	TUTION		HIT PO	INTS	
INTELLIGENCE	WISDOM		CHARIS	MA		EN	ERGY INTS	
SIZE RANK	ARMOUR CLASS		PROFICIENCY BONUS		SPEEDS (GROUND/OTHER)			
ATTRIBUTE OR	ACTUAL	EFFECTI		ENHANCE	EMENTS	(6116	COST/	FINAL
DEFECT NAME	RANK	RANK		& LIMI			RANK	COST
		·						

Companions are constructed from up to 50 Points + 10 Points/Rank

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COMPANION NAI	ME:						RANK:	
DESCRIPTION:								
OTHER NOTES:								
STRENGTH	DEXTERITY		CONST	TUTION		HIT	NTS	
INTELLIGENCE	WISDOM		CHARIS	MA		ENE	ERGY NTS	
SIZE RANK	ARMOUR		PROFICIENCY BONUS		SPEEDS (GROUND/OTHER)			
ATTRIBUTE OR DEFECT NAME	ACTUAL RANK	EFFECTI' RANK	VΕ	ENHANC & LIM		(dito	COST/ RANK	FINAL COST
			\top					

Additional Companions start with a base of 30 free Points as well

TREASURE, EQUIPMENT, GEAR, LOCA	TIONS, AND IMPORTANT POSSESSIONS
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES — SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY
ADVANTAGES – SUMMARY	DISADVANTAGES – SUMMARY

GOALS

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CHARACTER GOALS	PROGRESS NOTES	RESOLUTION AND RESULTS

Name:	Name:
Relation:	Relation:
Location:	Location:
Notes:	Notes:
Name:	Name:
Relation:	Relation:
Location:	Location:
Notes:	Notes:
FAM	ILY TREE

Draw connecting lineage lines to indicate family tree relations as appropriate

HISTORY

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AGE	EVENT CIRCUMSTANCES	EVENTS OF SIGNIFICANCE AND RELATIONSHIP NOTES

PERSONALITY TRAITS
STRENGTHS
WEAKNESSES
LIKES
DISLIKES
SOURCES OF POWER
SOURCES OF COMFORT
BELIEF SYSTEM
ASSUMED RESPONSIBILITIES
POLITICAL LEANINGS
DEFINING ELEMENTS
ROMANTIC INTERESTS

HOW OUR GROUP CAME TOGETHER
MY ROLE WITHIN THE GROUP
OTHER GROUP MEMBERS AND THEIR ROLES
MY PERSPECTIVES ON TEAMMATES
GROUP DYNAMICS
ROMANCES
ALLIES
RIVALS
NOTABLE GROUP EVENTS

AWARD DATE	EXP AWARDED	EVENT TRIGGER	LEVELLING AND ADVANCEMENT NOTES