

CHARACTER RECORD SHEET T-6.1

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____
 Profession: _____
 Training Packages: _____
 Realm of Power: _____

Armor Type: _____
 Weight Penalty: _____
 Base Movement Rate: _____
 Moving Maneuver Penalty: _____
 Missile Penalty: _____

Quickness Bonus (3 x Qu): _____
 Armor Quickness Penalty: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Special: _____
 Total Normal DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	___	___	<input type="checkbox"/>
Constitution	___	___	___	___	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	___	___	<input type="checkbox"/>
Empathy	___	___	___	___	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	___	___	<input type="checkbox"/>
Quickness	___	___	___	___	___	<input type="checkbox"/>
Strength	___	___	___	___	___	<input type="checkbox"/>

Rune

Rune

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Channeling	___	___ (3 x In)	___
Essence	___	___ (3 x Em)	___
Mentalism	___	___ (3 x Pr)	___
Poison/Disease	___	___ (3 x Co)	___
Fear	___	___ (3 x SD)	___
_____	___	___ ()	___
_____	___	___ ()	___
_____	___	___ ()	___
_____	___	___ ()	___

RACE/STAT FIXED INFO:

Soul Departure: ___ rounds
 Recovery Multiplier: x ___
 Body Development Progression: _____

PP Development Progression: _____

ROLE TRAITS:

Appearance: _____
 Demeanor: _____
 Apparent Age: ___ Actual Age: _____
 Gender: _____ Skin: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivation: _____
 Alignment: _____

BACKGROUND INFORMATION:

Nationality: _____
 Home Town/City: _____
 Deity: _____
 Patron/Lord: _____
 Parents: _____
 Spouse: _____
 Children: _____
 Other: _____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

COMMONLY USED ATTACKS				
Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____
_____	___	___	_____

Hits (Maximum): _____
 Recover: 1 per 3 hr. (active)
 _____ (Co bonus ÷ 2)
 per hr. (resting)
 _____ (Co bonus x 2)
 per 3 hr. (sleeping)
 Maximum = 10 + Body Dev. Skill Bonus

Miscellaneous Information: _____

Power Points (Max.): _____
 Recover: 1 per 3 hr. (active)
 _____ (realm stat bonus ÷ 2)
 per hr. (resting)
 _____ (maximum PPs ÷ 2)
 per 3 hr. (sleeping)
 Maximum = Power Point Dev. Skill Bonus

