Name: _____

Player Name: _____

Age: _____ **Gender:** _____

Alignment: _____

M.D.C.: _____/_____ **Horror/Awe Factor:** _____

S.D.C.: _____/_____ **Hit Points:** _____/_____

Experience Level: _____ **Experience:** _____

O.C.C./P.C.C.: _____

Race/R.C.C.: _____

I.Q.: ___ Skill Bonus: +___%

M.E.: ___ Save vs. Psionics/Insanity: +___

M.A.: ___ Trust/Intimidate: +___%

P.S.: ___ Hand to Hand Damage Bonus: +___

P.P.: ___ Strike/Parry/Dodge Bonus: +___

P.E.: ___ Save vs. Coma:+___% Poison/Magic/Pain:+___

P.B.: ___ Charm/Impress: +___%

SPD (run): _____ (feet/sec) **SPD (dig):** _____ (feet/sec)

SPD (fly): _____ (feet/sec) **SPD (swim):** _____ (feet/sec)

P.P.E:____/____ **I.S.P:** ____/____ **Chi:** ____/____

Height: ___'___" (___ cm) **Weight:** ____ lbs (____ kg)

Native Language: _____ +___% Lvl ____%

O.C.C. Skills

_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
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_____ +____%/Lvl ____%
_____ +____%/Lvl ____%

O.C.C. Related Skills

_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
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_____ +____%/Lvl ____%
_____ +____%/Lvl ____%

Secondary Skills

_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
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_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%
_____ +____%/Lvl ____%

Hand to Hand

H2H Skill: _____
Attacks Per Melee: _____/_____
K.O. on: _____ **Critical on :** _____
Deathblow on: _____ **Pin on:** _____

Bonuses

Damage: +___   **Strike:** +___
Parry: +___   **Dodge:** +___
Pull Punch: +___ **Initiative:** +___
Entangle: +___   **Disarm:** +___
Roll with Punch/Fall: +___

Hand to Hand Attacks

Restrained Punch: _____
Normal Punch: _____
Power Punch: _____
Normal Kick: _____
Leap Kick: _____
Tackle: _____
Flip/Throw: _____
Bite: _____
Stomp: _____

Ancient Weapons	Damage	Weight	(+strike/+parry/+throw)	Weapon Proficiency
_____	_____	____lbs	(+____/+____/+____)	_____
_____	_____	____lbs	(+____/+____/+____)	_____
_____	_____	____lbs	(+____/+____/+____)	_____
_____	_____	____lbs	(+____/+____/+____)	_____
_____	_____	____lbs	(+____/+____/+____)	_____
_____	_____	____lbs	(+____/+____/+____)	_____

Modern Weapons	Damage	Range	Payload	+Aim/Burst	Rate of Fire
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	____ft (____ m)	____/____	(+___/+___)	_____

Explosive Ordinance	Damage	Blast Radius	Weight per charge	Payload	Timer
_____	_____	____ft (____ m)	____lbs (____ kg)	_____	_____
_____	_____	____ft (____ m)	____lbs (____ kg)	_____	_____
_____	_____	____ft (____ m)	____lbs (____ kg)	_____	_____
_____	_____	____ft (____ m)	____lbs (____ kg)	_____	_____

Body Armor

Type: _____
A.R.(if applicable): ____
M.D.C. by Location:
Head: ___/___ **Main Body:** ___/___
L.Arm: ___/___ **R.Arm:** ___/___
L.Leg: ___/___ **R.Leg:** ___/___
_____: ___/___ _____: ___/___
_____: ___/___ _____: ___/___
Prowl:-___% Climb:-___% Swim:-___%

Additional Features
_____
_____
_____

Weapon Proficiancies

W.P. Ancient	+Strike	+Parry	+Throw
_____	___(+1@lvl _____)	___(+1@lvl _____)	___(+1@lvl _____)
_____	___(+1@lvl _____)	___(+1@lvl _____)	___(+1@lvl _____)
_____	___(+1@lvl _____)	___(+1@lvl _____)	___(+1@lvl _____)
_____	___(+1@lvl _____)	___(+1@lvl _____)	___(+1@lvl _____)
_____	___(+1@lvl _____)	___(+1@lvl _____)	___(+1@lvl _____)

W.P. Modern	Level	+Aim	+Burst	W.P. Modern	Level	+Aim	+Burst
_____	____	_____	_____	_____	____	_____	_____
_____	____	_____	_____	_____	____	_____	_____
_____	____	_____	_____	_____	____	_____	_____
_____	____	_____	_____	_____	____	_____	_____
_____	____	_____	_____	_____	____	_____	_____

Physical Saves (Add P.E. Bonus):

Save vs. Lethal Toxin:(14)+___
Save vs. Non-Lethal Toxin:(16)+___
Save vs. Harmful Drugs:(15)+___
Save vs. Disease:(14)+___
Save vs. Electrocution:(18/14)+___
Save vs. Extreme Temp:(16)+___
Save vs. Pain:(16/14)+___
Save vs. Coma/Death:+___%

Magical Saves (Add P.E. Bonus):

Save vs. Spell Magic:(12)+___
Save vs. Ritual Magic:(16)+___
Save vs. Ward Magic:(14)+___
Save vs. Circle Magic:(16)+___
Save vs. Faerie Magic:(16)+___
Save vs. Magic Fumes:(14)+___
Save vs. Protection Circles:(16)+___
Save vs. Possesion:+___

Mental Saves (Add M.E. Bonus):

Save vs. Insanity:(12)+___
Save vs. Psionics:(15/12/10)+___
Save vs. Mind Control:+___
Save vs. Horror Factor:+___

Natural Abilities/Cybernetics/Bionics

Ability/Implant	Effect/Use
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Character Information

Appearance: _____
_____
_____
_____
_____

Disposition: _____
_____
_____
_____
_____

Distinguishing Marks/Tattoos: _____
_____
_____

Father:_____ **Mother:**_____

Siblings:_____ **Birthdate:**_____

Home Town:_____ **Hero:**_____

Favorite Colour:_____ **Favorite Food:**_____

Favorite Drink:_____ **Favorite Hobby:**_____

Favorite Place:_____ **Favorite Music:**_____

Sentiments Toward the Coalition States:
_____
_____
_____

Sentiments Toward D-Bees:
_____
_____
_____

Sentiments Toward Magic Users:
_____
_____
_____

Sentiments Toward M&M's (Borg's, Juicers, Crazies, etc.):
_____
_____
_____

Campaign History

Campaign Name	*Date*	*Gamemaster*
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Vehicle Log

Vehicle:_____

Type:_____

Class:_____

Crew: _____ **Passengers:** _____

M.D.C. by location

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

_____ : _____/_____

Height: _____'_____" (_____ m)   **Length:** _____'_____" (_____ m)

Width: _____'_____" (_____ m)   **Weight:** _____ pounds (____ kg)

Physical Strength: Equal to _____   **Cargo Space:** _____

Range: _____   **Power System:** _____

Depth Tolerence: _____ ft   **Price:** _____ credits

Speed

Running/Driving: _____ mph (_____ kph)

Flying: _____ mph (_____ kph)

Flying in space: _____ mph (_____ kph)

Normal Leaping

_____ft (____ m) Up, _____ft (____ m) Across

Thruster Assisted Leaping

_____ft (____ m) Up, _____ft (____ m) Across

Hand to Hand Attacks

Punch: _____

Kick: _____

Stomp: _____

Leap Kick: _____

Flip: _____

Tackle: _____

_____:_____

_____:_____

_____:_____

Weapons Systems

Weapons	Damage	Range	Radius	Payload	+Aim/Burst	Rate of Fire/Volly
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____
_____	_____	_____ft (____ m)	_____ft (____ m)	____/____	(+___/+___)	_____

Back Pack Inventory

Qty.	Item	Qty.	Weapons and Ammo
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____
___ x	_____	___ x	_____

Personal Inventory

Qty.	Item	Location
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____

Cargo Inventory

Qty.	Item	Location
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____
___ x	_____	_____

RPA Combat Skills

RPA Skill: _____

Attacks Per Melee: _____/_____

Strike: +___   Parry: +___

Dodge(Flying): +___   Dodge: +___

Initiative: +___   Roll with Punch/Fall: +___

RPA Skill: _____

Attacks Per Melee: _____/_____

Strike: +___   Parry: +___

Dodge(Flying): +___   Dodge: +___

Initiative: +___   Roll with Punch/Fall: +___

RPA Skill: _____

Attacks Per Melee: _____/_____

Strike: +___   Parry: +___

Dodge(Flying): +___   Dodge: +___

Initiative: +___   Roll with Punch/Fall: +___

RPA Skill: _____

Attacks Per Melee: _____/_____

Strike: +___   Parry: +___

Dodge(Flying): +___   Dodge: +___

Initiative: +___   Roll with Punch/Fall: +___

Savings

Magic/Psionics

Spell/Ability	Effect	Duration	P.P.E./I.S.P. Use