

Character Sheet

BIOGRAPHICAL INFORMATION

Name		Game World		A.P.'s Gained	
Player		Race		Age	
Quick Description		Gender		Age Band	
		Nationality		Height	
		Hair		Weight	
		Eyes		Encumbrance	
		Build		Handed	

Passions	Antipathies	Ambitions

VOCATION

VOCATION CLASS		Notes	
1st Occupation Profile		Skill Set Allocations	
Occupation Track		First	
		Second	
		Third	

SPECIAL ABILITIES

Type	Name	Description	Cost	#	Uses	Cor

MUTATIONS

Type	Mutation	Severity	Effect	Cor

STATISTICS

BIOMORPHIC INTEGRITY BIO = + AbMax x3	INTERACTION ITR = + AbMax x3	LUCK LUK = + AbMax x3	MIND MND = + AbMax x3	SENSES SNS = + AbMax x3	SPEED SPD = + AbMax x3
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ATTRIBUTES

DAMAGE BONUS	COINCIDENCES	METALINGUISTICS	REACTION SPEED	EVASION	DEATH @
LIFE POINTS	LIFE POINTS TRACK			PSYCHOLOGICAL DISORDERS ?	
AbMax x3					
SHOCK INCAPACITY	S-INC TRACK				
AbMax x3					
STRESS	STRESS TRACK		CRISIS POINTS		STRESS RESPONSE TALLY
Stability			1st = 4th = 2nd = 5th = 3rd =		Fight Flight Hysteria

ENCUMBRANCE

ENC Base		Equipment of Note	ENC	Equipment of Note	ENC
x2 or more					
x3 or more					
x5 or more					
				Total	

RIFT TRAVEL & CORRUPTION DATA

Resist Rift-Warp	Total Corruption
Inoculation Base	Total Rifts Traversed

Character Sheet

SKILL SETS

ACADEMIC & TECHNOLOGICAL			
Average of			
MND			
SNS			
Vocation	Special	Ac&T	

ANIMALS & PEOPLE			
Average of			
ITR			
Vocation	Special	AniP	

COMBAT ACTIVITY: MELEE			
Average of			
BIO			
SPD			
Vocation	Special	CA:M	

COMBAT ACTIVITY: RANGED			
Average of			
LUK			
SNS			
Vocation	Special	CA:R	

OCCUPATIONAL			
Average of			
ITR		SNS	
MND		SPD	
Vocation	Special	OCCP	

PARANORMAL			
Average of			
BIO			
MND			
Vocation	Special	PARA	

PERCEPTION			
Average of			
Equals			
SNS			
Vocation	Special	PCP	

PHYSICAL: FITNESS			
Average of			
MND			
SPD			
Vocation	Special	PhyF	

PHYSICAL: MOTION			
Average of			
Equals			
SPD			
Vocation	Special	PhyM	

PHYSICAL: STRENGTH			
Average of			
BIO			
Vocation	Special	PhyS	

STEALTH			
Average of			
ITR			
LUK			
Vocation	Special	STLH	

Average of			
Vocation	Special		

EXPERTISE

MANDATORY	#	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total
	1					
2						
Electives	3					
	4					
	5					
	6					
	7					
Acquired Expertise	#	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total
	8					
	9					
	10					
	11					
	12					
	13					
	14					
	15					
	16					
	17					
	18					
	19					
20						

WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC

Roll	Loc	AS
18	Head	
17	Face	
16	Neck	
15	Chest	
14	Belly	
13	Hip	
11-12	Shoulder	
9-10	Arm	
8	Hand	
6-7	Thigh	
5	Shin	
4	Foot	