

<b>Character Record Sheet T-6.1</b>				Character Name: _____																																																																																							
Experience Points _____		Level: _____		Player: _____																																																																																							
Campaign (GM): _____																																																																																											
Race: _____ Profession: _____ Training Packages: _____ _____ _____ Realm: _____ Armor Type: _____ MMP: _____ Weight Penalty: _____ Missile Penalty: _____		STAT      Temp    Pot      Basic    Racial    Special    Stat Bonus    Bonus    Bonus    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"/>		<div style="border: 1px solid black; width: 40px; height: 40px; margin: auto; background-color: #ccc;">Rune</div>  <div style="border: 1px solid black; width: 40px; height: 40px; margin: auto; background-color: #ccc;">Rune</div>																																																																																					
Quickness Penalty: _____ Quickness Bonus: _____ Adrenal Defense: _____ Shield Bonus: _____ Magic (Spells, Items, etc.): _____ Total DB: _____		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th colspan="6" style="text-align: center;">COMMONLY USED SKILLS</th> </tr> <tr> <th style="width: 40%;">Skill</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> <th style="width: 15%;">Skill</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> </tbody> </table>						COMMONLY USED SKILLS						Skill	Ranks	Bonus	Skill	Ranks	Bonus	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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<b>RESISTANCE ROLLS:</b> Channeling (3 x In): _____ Essence (3 x Em): _____ Mentalism (3 x Pr) _____ Chan/Ess (In + Em): _____ Chan/Ment (In + Pr): _____ Ess/Ment (Em + Pr): _____ Arcane (Em + In + Pr): _____ Poison/Disease (3 x Co): _____ Fear (3 x SD): _____																																																																																											
<b>RACE/STAT FIXED INFO:</b> Soul Departure: _____ rounds Recovery Multiplier: x _____ Body Development Progression: _____ PP Development Progression: _____ Recover: _____ hits/hour resting _____ hits/sleep cycle _____ PPs/hour resting _____ PPs/sleep cycle		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th colspan="7" style="text-align: center;">COMMONLY USED ATTACKS</th> </tr> <tr> <th style="width: 30%;">Attack/Weapon</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> <th style="width: 5%;">F</th> <th style="width: 5%;">Str</th> <th style="width: 5%;">B#</th> <th style="width: 35%;">Ranges</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> </tbody> </table>						COMMONLY USED ATTACKS							Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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<b>ROLE TRAITS:</b> Appearance: _____ Sex: _____ Skin: _____ Apparent Age: _____ Actual Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Personality: _____ _____ Motivations: _____ _____ Alignment: _____		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th colspan="4" style="text-align: center;">COMMONLY USED EQUIPMENT</th> </tr> <tr> <th style="width: 30%;">Item</th> <th style="width: 15%;">Location</th> <th style="width: 15%;">Weight</th> <th style="width: 40%;">Description</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> </tbody> </table>						COMMONLY USED EQUIPMENT				Item	Location	Weight	Description	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____																																												
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<b>BACKGROUND INFORMATION:</b> Nationality: _____ Home Town/City: _____ Deity: _____ Patron/Lord: _____ Parents: _____ Spouse: _____ Children: _____ Other: _____ _____		Hits: _____		Exhaustion Points: _____		Power Points: _____																																																																																					

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