

**NAME:**

Profession \_\_\_\_\_

Birthplace \_\_\_\_\_

Sex \_\_\_\_\_ Age \_\_\_\_\_ Race \_\_\_\_\_

Height \_\_\_\_\_ Weight \_\_\_\_\_

Eyes \_\_\_\_\_ Hair \_\_\_\_\_

Luck \_\_\_\_\_ Scale \_\_\_\_\_ EP \_\_\_\_\_

Income \_\_\_\_\_

**ATTRIBUTES**

**Brawn** \_\_\_\_\_

**Agility** \_\_\_\_\_

**Stamina** \_\_\_\_\_

**Reasoning** \_\_\_\_\_

**Perception** \_\_\_\_\_

**Will** \_\_\_\_\_



**CHARACTER CONCEPT (PERSONALITY & BACKGROUND)**

**SKILLS**

Skill	Level	Skill	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**RESULT LEVELS & TRAIT COSTS**

Num.	Level	EP Cost (Skills)
+3	Superb	8
+2	Great	4
+1	Good	2
+0	Fair	1
-1	Mediocre	1
-2	Poor (Skill Default)	1
-3	Terrible	1

Damage = RD + OF - DF  
 RD = Relative Degree  
 OF = Offensive Factor  
 (or Weapon Strength)  
 DF = Defensive Factor

1, 2	3, 4	5, 6	7, 8	9+
<b>Scratch</b>	<b>Light Wound</b>	<b>Severe Wound</b>	<b>Incapacitated</b>	<b>Near Death</b>
○ ○ ○	○	○	○	○

