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:** ____/____

Native Language: ______________ +____% Lvl ____%

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

O.C.C. Skills

______________________________ +____%/Lvl ____%
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O.C.C. Related Skills

______________________________ +____%/Lvl ____%
______________________________ +____%/Lvl ____%
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______________________________ +____%/Lvl ____%

Secondary Skills

______________________________ +____%/Lvl ____%
______________________________ +____%/Lvl ____%
______________________________ +____%/Lvl ____%
______________________________ +____%/Lvl ____%
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______________________________ +____%/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:** _____

Height: _____'_____" (_____ m)
Width: _____'_____" (_____ m)
Physical Strength: Equal to _____
Range: _____
Depth Tolerence: _____ ft

Length: _____'_____" (_____ m)
Weight: _____ pounds (____ kg)
Cargo Space: _____
Power System: _____
Price: _____ credits

M.D.C. by location

_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____
_____ : _____/_____

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