

Personaggio	Intelligence (IQ)	Bonus Skills + %
RCC	Mental Endurance (ME)	+ vs Psionic + vs Insanity
OCC	Mental Affinity (MA)	Trust/Intimidate %
Livello	Physical Strength (PS)	Hand to Hand Damage +
PX Necessari	Physical Prowess (PP)	Strike/Parry/Dodge +
	Physical Endurance (PE)	+ % vs Coma + vs Magic/Poison
	Physical Beauty (PB)	Charm/Impress %
	Speed (Spd)	Initiative =

PX Attuali	PPE			ISP
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Occ	Rel	Sec	Skill	Type	Base %	OCC	Total	Notes
○ ○ ○			Acrobatics	Physical	30/40%+3	+		+1 roll with punch, PS, PP, PE; +1d6 SDC
○ ○ ○			Animal Husbandry	Medical	35%	+		
○ ○ ○			Anthropology	Science	20%	+		
○ ○ ○			Archaeology	Science	20%	+		
○ ○ ○			Art	Tech	35%	+		
○ ○ ○			Astronomy & Navigation	Science	30%	+		
○ ○ ○			Athletics (general)	Physical	-	-		+1 roll with punch, PS; +1d6 Spd; +2d4 SDC
○ ○ ○			Biology	Med/Sci	30%	+		
○ ○ ○			Boat Building	Wild	25%	+		
○ ○ ○			Body Building	Physical	-	+		+2 PS, +10 SDC
○ ○ ○			Botany	Science	25%	+		
○ ○ ○			Boxing	Physical	-	-		+1 att/round, roll with punch; +2 PS, Parry/Dodge; +3d6 SDC
○ ○ ○			Breed dogs	Tech	20/40%	+		
○ ○ ○			Brewing	Medical	25/30%	+		+10 % se hai lo skill "Holistic Medicine"
○ ○ ○			Camouflage	Military	20%	+		
○ ○ ○			Card Shark	Rogue	24%+4	+		+4% se hai lo skill "Palming"
○ ○ ○			Carpentry	Wild	25%	+		
○ ○ ○			Climb/Scale Walls	Physical	35/40%	+		
○ ○ ○			Concealment	Rogue	20%+4	+		
○ ○ ○			Cook	Domestic	30%	+		
○ ○ ○			Cryptography	Comm	15%	+		Requires: "Literacy"
○ ○ ○			Dance	Com/Do	30%	+		
○ ○ ○			Detect Ambush	Espion	30%	+		+5% se hai "Surveillance"
○ ○ ○			Detect Concealment & Traps	Espion	25%	+		
○ ○ ○			Disguise	Espion	25%	+		+5% se hai "Surveillance"
○ ○ ○			Dowsing	Wild	20%	+		
○ ○ ○			Escape Artist	Espion	25%	+		
○ ○ ○			Falconry	Military	30%	+		
○ ○ ○			Field Armorer	Military	30%	+		
○ ○ ○			First Aid	Medical	30%	+		
○ ○ ○			Fishing	Domestic	30%	+		
○ ○ ○			Forced March	Physical	-	-		
○ ○ ○			Forgery	Espion	20%	+		+2% se hai "Heraldry"; +3% se hai "Art"
○ ○ ○			Gemology	Tech	25%	+		
○ ○ ○			General Repair	Tech	35%	+		
○ ○ ○			Gymnastics	Physical	30/40%+3	+		+2 roll to punch, PE; +1 PS, PP; +2d6 SDC; kick 2d6
○ ○ ○			Heraldry	Military	15/20%	+		+5% se hai "Intelligence"
○ ○ ○			History	Tech	30%	+		
○ ○ ○			Holistic Medicine	Medical	20/30%	+		
○ ○ ○			Identify Plants & Fruits	Wild	25%	+		
○ ○ ○			Imitate Voices & Impersonation	Espion	16/36%+4	+		+5% se hai "Surveillance"
○ ○ ○			Intelligence	Espion	30%+4	+		+2% se hai "Heraldry"

Occ	Rel	Sec	Skill	Type	Base %	OCC	Total	Notes
○ ○ ○			Interrogation Techniques	Military	20%	+		
○ ○ ○			Juggling	Physical	35%	+		+1 Initiative
○ ○ ○			Land Navigation	Wild	30%+4	+		
○ ○ ○			Language (Native)	Com/Tec	%	+		
○ ○ ○			Literacy	Com/Tec	30%	+		
○ ○ ○			Locate Secret Compartments/Doors	Rogue	15%	+		+5% se hai "Carpentry", "Masonry", "General Repair"
○ ○ ○			Lore: Demons & Monsters	Tech	25%	+		
○ ○ ○			Lore: Magic	Tech	15/25%	+		
○ ○ ○			Lore: Religion	Tech	30%	+		
○ ○ ○			Lore:	Tech	25%	+		
○ ○ ○			Lore:	Tech	25%	+		
○ ○ ○			Masonry	Tech	30%	+		
○ ○ ○			Mathematics: Basic	Science	45%	+		
○ ○ ○			Mathematics: Advanced	Science	45%	+		
○ ○ ○			Military Etiquette	Military	35%	+		
○ ○ ○			Mime	Comm	30%	+		
○ ○ ○			Pick Locks	Esp/Rog	30%	+		
○ ○ ○			Pick Pockets	Esp/Rog	25%	+		
○ ○ ○			Play Musical Instrument	Com/Do	25%	+		
○ ○ ○			Preserve Food	Wild	30%	+		
○ ○ ○			Prowl	Phy/Rog	25%	+		
○ ○ ○			Public Speaking	Comm	30%	+		
○ ○ ○			Recognize Weapon Quality	Military	25%	+		
○ ○ ○			Rope Works	Tech	30%	+		
○ ○ ○			Running	Physical	-	-		+1 PE; +4d4 Spd; +1d6 SDC
○ ○ ○			Sailing	Tech	20/35%	+		
○ ○ ○			Sculpting & Whittling	Tech	30%	+		
○ ○ ○			Sew	Domestic	25%	+		+5% se hai "Skin & Prepare Animal Hides"
○ ○ ○			Sign Language	Comm	25%	+		
○ ○ ○			Sing	Com/Do	30%	+		
○ ○ ○			Skin & Prepare Animal Hides	Wild	30%	+		
○ ○ ○			Sniper	Espion	-	-		+2 to strike LongBow (count as 2 arrow shots)
○ ○ ○			Streetwise	Rogue	20%+4	+		
○ ○ ○			Surgeon/Medical Doctor	Medical	20/30%	+		Requires: "Biology"
○ ○ ○			Surveillance	Military	25%	+		
○ ○ ○			Swimming	Physical	40%	+		
○ ○ ○			Track Humanoids	Espion	25%	+		
○ ○ ○			Track & Trap Animals	Wild	20/30%	+		
○ ○ ○			Use & Recognize Poison	Rogue	16/24%+4	+		+4% se hai "Holistic Medicine"
○ ○ ○			Ventriloquism	Rogue	16%+4	+		
○ ○ ○			Wilderness Survival	Wild	30%	+		
○ ○ ○			Wrestling	Physical	-	-		+1 roll with punch, PS; +4d6 SDC
○ ○ ○			Writing	Com/Tec	20%	+		Requires: "Literacy"

Occ	Rel	Sec	Weapon Proficiencies		Notes
○ ○ ○			○ ○ ○		
○ ○ ○			○ ○ ○		
○ ○ ○			○ ○ ○		
○ ○ ○			○ ○ ○		
○ ○ ○			○ ○ ○		
○ ○ ○			○ ○ ○		

Horsemanship	Base %	OCC	Total	Notes
○ ○ ○	% +			
○ ○ ○	% +			
○ ○ ○	% +			



Hand to Hand Combat Type	# of Attacks		
Strike	Parry	Dodge	Damage
Initiative	Roll	Pull	Critical

Special

Saving Throws

Spell	Ritual
Psionics	Poison
Toxins	Wards
Coma	Horror

Armour Type

AR



SDC Attuali

Special



Note



Weapon

Weapon	Initiat	Strike	Parry	Throw	Rate	Damage	Range	Note
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	
	+	+	+	+			Mt	

OCC Special Abilities



HP

RCC Special Abilities



Notes

Equipment



Avanzamenti per Livello

The image shows a grid of 14 columns and 15 rows of small circles. The first column of each row is shaded gray. Additionally, the first column circle of rows 5, 10, and 15 is also shaded gray. All other circles in the grid are white.

Money and Jewels

Languages			Com/Tec
Occ	Rel	Sec	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	_____
%	+		<input type="text"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	_____
%	+		<input type="text"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	_____
%	+		<input type="text"/>
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