

Skills marked with \* can be used normally even if the character has (0) skill ranks. • Armor Check Penalty, if any, applies. (Double penalty for Swim.)  
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FEATS AND SPECIAL ABILITIES

EQUIPMENT

WEIGHT

MAGIC ITEMS AND MECHANIKA

WEIGHT

MONEY AND GEMS

CP:  
SP:  
GP:  
PP:  
GEMS:

ENCUMBRANCE

| LOAD                           | WEIGHT CARRIED | MAX DEX | CHECK PENALTY | RUN    |
|--------------------------------|----------------|---------|---------------|--------|
| LIGHT                          |                | NORMAL  | NORMAL        | NORMAL |
| MED.                           |                | +3      | -3            | x4     |
| HEAVY                          |                | +1      | -6            | x3     |
| LIFT OVER HEAD (MAX LOAD):     |                |         |               |        |
| LIFT OFF GROUND (2x MAD LOAD): |                |         |               |        |
| PUSH OR DRAG (5x MAX LOAD):    |                |         |               |        |

LANGUAGES

MOVEMENT

|          | ROUND | MINUTE | HOURLY | DAY |
|----------|-------|--------|--------|-----|
| WALK     |       |        |        |     |
| HUSTLE   |       |        |        |     |
| RUN (3x) |       |        |        |     |
| RUN (4x) |       |        |        |     |

TOTAL WEIGHT

## CHARACTER NAME

AGE:

BIRTHDATE:

HEIGHT:

HAIR:

SKIN:

GENDER:

SIZE:

WEIGHT:

EYES:

HANDEDNESS:

NATIONALITY:

## APPEARANCE

## ABOUT THIS CHARACTER

## ACCOMPLISHMENTS

## BACKGROUND



## QUOTE

## ALLIES

## ENEMIES

## AWARDS AND HONORS



# NOTES