

Name: _____		Spell Lists:		Chance		RS-1 CHARACTER RECORD SHEET																																																																																									
Culture/Race: _____		1) _____ []		2) _____ []		Languages:		Rank																																																																																							
Profession: _____ Age: _____		3) _____ []		4) _____ []		1) _____		_____																																																																																							
Realm: _____ Gender: _____		4) _____ []		5) _____ []		2) _____		_____																																																																																							
Height: _____ Weight: _____		5) _____ []		6) _____ []		3) _____		_____																																																																																							
Hair: _____ Eyes: _____		6) _____ []		7) _____ []		4) _____		_____																																																																																							
Demeanor: _____		7) _____ []		8) _____ []		5) _____		_____																																																																																							
Personality: _____		8) _____ []		9) _____ []		6) _____		_____																																																																																							
Motivation: _____		9) _____ []		10) _____ []		7) _____		_____																																																																																							
Alignment: _____		10) _____ []				8) _____		_____																																																																																							
Special: _____																																																																																															
<table border="1"> <tr> <th>Stat (Abbr.)</th> <th>Value</th> <th>Normal Bonus</th> <th>Race Bonus</th> <th>Total Bonus</th> </tr> <tr> <td>Strength (ST)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Agility (AG)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Constitution (CO)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Intelligence (IG)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Intuition (IT)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Presence (PR)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Appearance (AP)</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> </table>					Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus	Strength (ST)	_____	_____	_____	_____	Agility (AG)	_____	_____	_____	_____	Constitution (CO)	_____	_____	_____	_____	Intelligence (IG)	_____	_____	_____	_____	Intuition (IT)	_____	_____	_____	_____	Presence (PR)	_____	_____	_____	_____	Appearance (AP)	_____	_____	_____	_____	<table border="1"> <tr> <td colspan="2">Current Level: _____</td> <td colspan="2">Shield (+25 DB) ☐</td> </tr> <tr> <td colspan="2">Experience Points: _____</td> <td colspan="2">Helmet (-5 Perception) ☐</td> </tr> <tr> <td colspan="2">Power Points: _____</td> <td colspan="2">Arm Greaves (-5 OBs) ☐</td> </tr> <tr> <td colspan="2">Armor Worn: _____</td> <td colspan="2">Leg Greaves (-5 MMs) ☐</td> </tr> <tr> <td></td> <td>Stat</td> <td>Items</td> <td>Special</td> <td>Total Bonus</td> </tr> <tr> <td colspan="2">Defensive Bonus (DB): AG _____</td> <td>_____</td> <td>_____</td> <td>_____ DB</td> </tr> <tr> <td colspan="2">Essence RR Bonus: IG _____</td> <td>_____</td> <td>_____</td> <td>_____ RR</td> </tr> <tr> <td colspan="2">Channeling RR Bonus: IT _____</td> <td>_____</td> <td>_____</td> <td>_____ RR</td> </tr> <tr> <td colspan="2">Poison RR Bonus: CO _____</td> <td>_____</td> <td>_____</td> <td>_____ RR</td> </tr> <tr> <td colspan="2">Disease RR Bonus: CO _____</td> <td>_____</td> <td>_____</td> <td>_____ RR</td> </tr> </table>					Current Level: _____		Shield (+25 DB) ☐		Experience Points: _____		Helmet (-5 Perception) ☐		Power Points: _____		Arm Greaves (-5 OBs) ☐		Armor Worn: _____		Leg Greaves (-5 MMs) ☐			Stat	Items	Special	Total Bonus	Defensive Bonus (DB): AG _____		_____	_____	_____ DB	Essence RR Bonus: IG _____		_____	_____	_____ RR	Channeling RR Bonus: IT _____		_____	_____	_____ RR	Poison RR Bonus: CO _____		_____	_____	_____ RR	Disease RR Bonus: CO _____		_____	_____	_____ RR
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Encumbrance Penalty: _____ = ST _____ - Wt. Mod. _____																																																																																															
<table border="1"> <tr> <th>Skill</th> <th>5% Ranks</th> <th>2% Ranks</th> <th>Rank Bonus</th> <th>Stat Bonus</th> <th>Profession Bonus</th> <th>Item Bonus</th> <th>Special Bonus</th> <th>Special Bonus</th> <th>Total Bonus</th> </tr> </table>					Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus																																																																																	
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Movement & Maneuver Skill Category:																																																																																															
No Armor	☐ ☐ _____ Maximum		_____	AG _____	xxxxx	_____	_____	+0	_____ MM																																																																																						
Soft Leather	☐ ☐ ☐ _____ Number		_____	AG _____	xxxxx	_____	_____	-15	_____ MM																																																																																						
Rigid Leather	☐ ☐ ☐ ☐ ☐ _____ of		_____	AG _____	xxxxx	_____	_____	-30	_____ MM																																																																																						
Chain	☐ ☐ ☐ ☐ ☐ ☐ ☐ -Ranks		_____	ST _____	xxxxx	_____	_____	-45	_____ MM																																																																																						
Plate	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	ST _____	xxxxx	_____	_____	-60	_____ MM																																																																																						
Weapon Skill Category:																																																																																															
1-H Edged	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	ST _____	_____	_____	_____	_____	_____ OB																																																																																						
1-H Concussion	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	ST _____	_____	_____	_____	_____	_____ OB																																																																																						
2-Handed	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	ST _____	_____	_____	_____	_____	_____ OB																																																																																						
Thrown	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	AG _____	_____	_____	_____	_____	_____ OB																																																																																						
Missile	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	AG _____	_____	_____	_____	_____	_____ OB																																																																																						
Pole-arms	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	ST _____	_____	_____	_____	_____	_____ OB																																																																																						
General Skill Category:																																																																																															
Climb	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	AG _____	_____	_____	_____	_____	_____ MM																																																																																						
Ride	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	IT _____	_____	_____	_____	_____	_____ MM																																																																																						
Swim	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	AG _____	_____	_____	_____	_____	_____ MM																																																																																						
Track	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	IG _____	_____	_____	_____	_____	_____ SM																																																																																						
Subterfuge Skill Category:																																																																																															
Ambush	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	XXxxxxx	xxxxx	xxxxx	_____	_____	_____ SP																																																																																						
Stalk/Hide	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		_____	PR _____	_____	_____	_____	_____	_____ MM/SM																																																																																						
Pick Lock	☐ ☐ ☐ ☐ ☐																																																																																														