Bamf

Character Name: _____   Player: _____

Skills

Related skills give +5% to roll (max +20%) if higher

Skill Name	Stat	%	Skill Name	Stat	%	Skill Name	Stat	%

Weapon Stats

Name:		Crit	5	4	3	2	1
SHP Soak: Speed: Precision:		Dmg					
Name:		Crit	5	4	3	2	1
SHP Soak: Speed: Precision:		Dmg					
Name:		Crit	5	4	3	2	1
SHP Soak: Speed: Precision:		Dmg					

Armor/Hit Points

Evade	Armor	Speed Mod.	Armor Soak		SHP's		DHP's	
			Full	Current	Full	Current	Full	Current

Special Abilities

Ability Name	Skill	TAL Cost	Notes	TAL Level	TAL	Evade
				100%		
		/		-2 spd/-5% skill		
		/		-4 spd/-10% skill		
		/		Current TAL		
		/		Full Current		
		/				
		/		TAL Recovery: x		
		/				

←	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	*
	60	50	45	40	35	30	26	22	19	16	14	12	10	9	8	7	*
*	G	F	E	D	C	B	A	A^1	A^2	A^3	A^4	A^5	A^6	A^7	A^8	A^9	●
*	6	5	4	4	3	3	2	2	1	1	1	1	1	1	1	0	●

Base speed [(Str+Agl)/10] [____] + Armor Mod [____] = **Combat Speed** [____] .

10 feet move = (4 − **Evasion** [____]) **Move** [____] segments.

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Character Name: _____   Player: _____

Age:____ Birthday:_____ Height:_____ Weight: _____ Other: _____

Appearance: _____
_____

Personality: _____
_____

Ability Scores

Physical	Score	Skill/Contest	Apt.	Aptitude		
Strength				Score 01-50 = 1 roll		
Agility				Score 51-75 = 2 rolls		
Constitution				Score 76-90 = 3 rolls		
Comeliness				Score 91-99 = 4 rolls		
Mental				Score 00 = 5 rolls		
Intelligence				**Plus Points**		
Wisdom				Available:		_____
Willpower				Spent:		_____
Charisma				Knacks (cost +3+):		
Mystical				**Cost to buy rolls**		
Power				Specific skill:		+1+
Control				Spell:		+1+
Resistance				Special ability:		+5+
Purity				Ability score:		+7+

Equipment

_____ _____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes