

ANIME 5E

CHARACTER FOLIO – FANTASY ROLE-PLAYING EXPANSION



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Your fantasy anime and manga characters can't be expected to keep all their notes on random pieces of parchment.

They deserve their own Anime 5E Character Folio.

This is the ultimate character sheet and bookkeeping journal for detailing characters from any style of campaign. The folio includes: a deluxe multi-page character sheet with expanded areas for game stats and descriptions; sections for detailing your character's Attributes, Defects, proficiencies, spells, items, weapons, vehicles, companions, goals, background, history, and personality; and journal pages on which you can record your character's adventures. It's everything you need, in one place.

Explore, learn, and connect at

Anime5E.com

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CHARACTER FOLIO – FANTASY ROLE-PLAYING EXPANSION

The *Anime 5E Character Folio* is your ultimate Fifth Edition character sheet and player bookkeeping tool!

Let's face it: a simple character sheet just doesn't cut it at today's gaming table and your imagination deserves a larger canvas to express itself. On the following pages, you will describe your character and their adventures in intimate detail, adding depth and personality to your creation as they explore, play, and grow throughout your campaign.

This deluxe 24-page character sheet features expanded sections for detailing your character's Attributes, Defects, Enhancements and Limiters, magic and psionic spells, weapons, companions, items, vehicles, equipment and gear, physical traits and description, family, personality, history, allies, future goals, Levelling advancement, and session journal notes. As the complete story of your anime or manga character, the *Anime 5E Character Folio* is a window into your character's soul!

Range Penalties

Range Rank	Effective Range	Intermediate Range	Remote Range
1	—	—	—
2	—	—	—
3	Up to 30'	30' - 50'	50' - 100'
4	Up to 300'	300' - 500'	500' - 1000'
5	Up to 1,500'	1,500' - 2,500'	2,500' - 1 mile
6	Up to 3 miles	3 - 5 miles	5 - 10 miles
	No Modifier	Disadvantage	No Dexterity Damage

COVER ARTWORK BY
CHABIBIT

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MARK MACKINNON

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<http://BESM4.life>

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Movement Speed (feet/round)

WALK	JOG	DASH	SPRINT
Normal Medium = 30	Normal Medium = 45	Normal Medium = 60	Normal Medium = 150

Jumping Distance (feet)

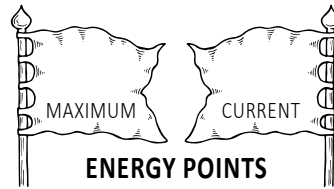
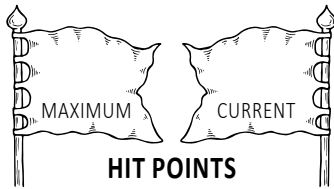
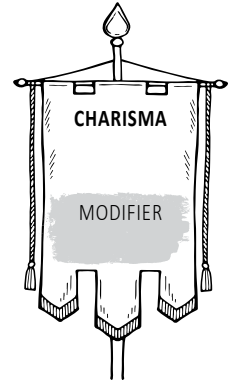
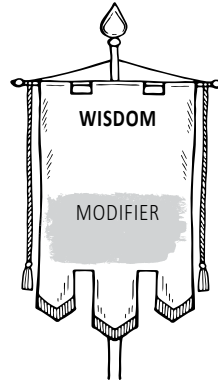
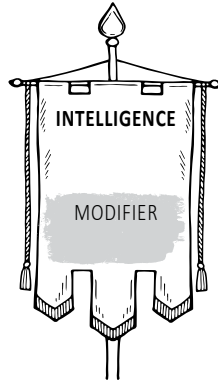
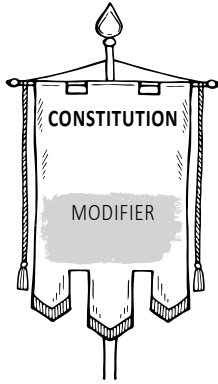
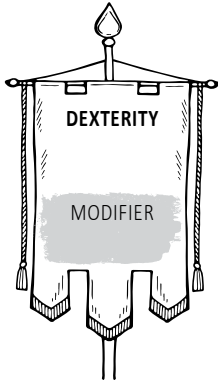
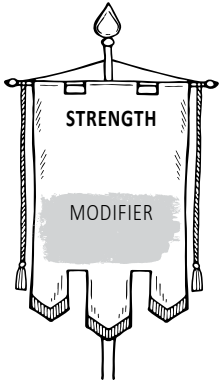
UP/BACK	RUNNING	STANDING
3 + Strength Modifier	Strength Score	One-Half Strength Score

Lift and Manoeuvre Weight (lb)

LIFT/PUSH/DRAG	MANOEUVRE/CARRY
Normal Medium = 30 x Strength Score	Normal Medium = 15 x Strength Score

Difficulty Class (DC)

Difficulty	DC	Interpretation
Very Easy	5	Characters will very rarely fail
Easy	10	Success often requires moderate talent or training
Medium	15	Success often requires above-average talent or training
Hard	18	Success often requires significant talent or training
Very Hard	21	Success requires exceptional talent or training
Nearly Impossible	24	Success requires unparalleled talent or training



Character Name:
Alias:
Player Name:
Starting Discretionary Points:
Engagement Bonus Points:
Other Non-Levelling Points:
Size Template:
Race:
Alignment:
Age and Gender:
Height and Weight:
Homeland/Habitat:
Campaign Title:
Game Master:
Creation Date:
Retirement Date:

CHARACTER LEVEL	EXP	
CLASS	LEVEL	HIT DICE

COMMON ATTACK DAMAGE			
WEAPON	MODIFIER	TYPE	DAMAGE

PHYSICAL DESCRIPTION AND IMPORTANT NOTES

SAVING THROWS	ARMOUR & SHIELDS	WEAPONS	TOOLS	LANGUAGES	SKILLS

DEFECT NAME	RANK	POINTS/ RANK	POINT RETURNED	NOTES

TOTAL POINTS RETURNED _____

WEAPON ATTRIBUTE

Weapon Name:	
Source of Power:	
Description:	
Actual/Effective Level:	
Point Cost:	
Weapon Damage:	
Enhancements	Limiters

WEAPON ATTRIBUTE

Weapon Name:	
Source of Power:	
Description:	
Actual/Effective Level:	
Point Cost:	
Weapon Damage:	
Enhancements	Limiters

WEAPON ATTRIBUTE

Weapon Name:	
Source of Power:	
Description:	
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Point Cost:	
Weapon Damage:	
Enhancements	Limiters

WEAPON ATTRIBUTE

Weapon Name:	
Source of Power:	
Description:	
Actual/Effective Level:	
Point Cost:	
Weapon Damage:	
Enhancements	Limiters

CHARACTER GOALS	PROGRESS NOTES	RESOLUTION AND RESULTS

Name:
Relation:
Location:
Notes:

Name:
Relation:
Location:
Notes:

Name:
Relation:
Location:
Notes:

Name:
Relation:
Location:
Notes:

FAMILY TREE

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Draw connecting lineage lines to indicate family tree relations as appropriate

AGE	EVENT CIRCUMSTANCES	EVENTS OF SIGNIFICANCE AND RELATIONSHIP NOTES

PERSONALITY TRAITS
STRENGTHS
WEAKNESSES
LIKES
DISLIKES
SOURCES OF POWER
SOURCES OF COMFORT
BELIEF SYSTEM
ASSUMED RESPONSIBILITIES
POLITICAL LEANINGS
DEFINING ELEMENTS
ROMANTIC INTERESTS

HOW OUR GROUP CAME TOGETHER

MY ROLE WITHIN THE GROUP

OTHER GROUP MEMBERS AND THEIR ROLES

MY PERSPECTIVES ON TEAMMATES

GROUP DYNAMICS

ROMANCES

ALLIES

RIVALS

NOTABLE GROUP EVENTS

