

Name:

HARP

Character Sheet

Total Level Experience

Profession Level Profession Level

Profession Level Profession Level

Personal Information

Race

Sex

Hair Colour

Eye Colour

Religion

Wife or partner

Children

Outlook

Height

Weight

Build

Birthplace

Social Standing

Social Standing

Likes

Dislikes

Other:

Other:

Stats					
Stats	Bon + Race + Spec = Total				DPs
St	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Co	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ag	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Qu	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Re	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
In	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pr	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Total DPs					<input type="text"/>

Fate Points

Counterspell Bonus
Base + Stat + Special = Total

Total magic using level

Resistance Rolls
RR Type Stat + Race + Other = Total

Stamina
Use 2 x Co bonus for Stat

Will
Use 2 x Sd bonus for Stat

Magic
Use 2 x In bonus for Stat

Defensive Bonus

Total Defensive Bonus

Armour

Armour DB Shield

Qu Bonus (x2 - Armour Pen)

Magic Other

Max Pace

BMR Walk (x1)

Run (x2)

Fast Run (x3)

Sprint (x4)

Dash (x5)

Endurance Points

Progression

Total

Running Total:

Power Points

Progression

Total

Running Total:

Description

History

General Notes

