

# D100 Character Sheet

## Character Information

## Characteristics

<b>Name</b>	
<b>Player</b>	
<b>Age</b>	
<b>Sex</b>	
<b>Homeland</b>	
<b>Religion</b>	
<b>Occupation</b>	
<b>Description</b>	

<b>STR</b>		
<b>CON</b>		
<b>SIZ</b>		
<b>DEX</b>		
<b>INT</b>		
<b>POW</b>		
<b>CHA</b>		
<b>SAN</b>		

## Selected Attributes

<b>Damage Modifier</b>	
<b>Move Rate</b>	
<b>Initiative</b>	
<b>Armour</b>	
<b>Hit Points Total</b>	
<b>Major Wound</b>	

Hit Points (     )	
Experience Points	
Knockout Points (     )	
Sanity Points (     )	
Magic Points (     )	
Magic Intensity (     )	

## Skills

Alchemy / Potions (00)	
Arcane / Magik Lore (00)	
Art _____ (Int / 10 %)	
Art _____ (Int / 10 %)	
Bargain (Cha / 5 %)	
Brawl (Dex + Siz + Str)/5%	
Boat (Dex / 10 %)	
Climb (Dex + Str + Con)/5 %	
Computer Operation (Int / 5 %)	
Conceal Object (Int + Dex)/5 %	
Craft _____ (Dex / 5%)	
Craft _____ (Dex / 5 %)	
Culture – Own (Int / 2 %)	
Culture _____ (Int / 10 %)	
Culture _____ (Int / 10 %)	
Disguise (Int + Cha )/5%	
Dodge (Dex / 2 %)	
Electronics ( Int / 10 %)	
Evaluate (Int / 5 %)	

Fast Talk (Int + Cha)/5 %	
First Aid (Int / 5 %)	
Fly (Dex / 2 %)	
General Knowledge (Int / 2%)	
Hide (Int + Dex)/5 %	
Insight (Int / 5 %)	
Intimidate (Siz + Cha) / 5 %	
Jump (Str + Dex)/5 %	
Language Own (Int %)	
Language _____ (0%)	
Language _____ (0%)	
Language _____ (0%)	
Listen (Int + Con)/5 %	
Medicine (00)	
Sneak (Int + Dex)/5 %	
Software Design (Int / 10 %)	
Natural World (Int / 3 %)	
Navigate (Int / 5 %)	
Oratory/Leadership (Cha / 5 %)	
Pick Lock (Dex / 10 %)	
Poison (Int / 10 %)	

Repair / Devise (Int + Dex) / 5	
Read/Write Own (Int)	
Read/Write _____ (00)	
Read/Write _____ (00)	
Ride (Dex + Con + Cha)/5 %	
Sailing (Int / 5 %)	
Scent / Taste (Int + Con)/5 %	
Search / Scan (Int + Con)/5 %	
Seduction (Cha / 2 %)	
Sleight of Hand (Dex / 10 %)	
Streetwise (Int + Cha)/5 %	
Swim (Str + Con)/5 %	
Security Systems (Int / 10 %)	
Theology (Int / 10 %)	
Throw (Str + Dex)/5 %	
Track (Int + Con)/5 %	
Trap (Int / 10 %)	
Wrestle (Str + Dex)/3 %	



