UNTOLD

Physical Skills

Broad Skill	SR	MR	SN
ATHLETICS			
MELEE WPNS			
UNARMED			

Broad Skill	SR	MR	SN
COORDINATION			
RANGED WPNS			
THROWN			

Sub-Skills	SR	MR	SN

Techniques	Effects	Cost

Drives	Lvl		Lvl		Lvl
Ambition		*Connection*		*Duty*	
Justice		*Knowledge*			

Character Name:

Player:

Race:

Gender:

Profession:

Level:

XP to next level:

Unspent XP:

Monetary Class:

Social Class:

Strengths	Effect	Cost
Prowess -	-1 MR	-
Traits -		

Weaknesses	Effect	Value
Traits -		

Beliefs/Motivations:

Mental Skills

Broad Skill	SR	MR	SN
AWARENESS			
HANDLING			
KNOWLEDGE			

Broad Skill	SR	MR	SN
COGNITION			
INFLUENCE			
PERFORMANCE			

Sub-Skills	SR	MR	SN
Native Language -			
Area/Culture -			

Techniques	Effects	Cost

Battle Sheet

Physical

Body Defense (BD) | AR | Dmg Mod

Unarmed	AP	SR	MR	SN	Dmg

Melee Weapons	AP	SR	MR	SN	Dmg

Ranged Weapon	AP	SR	MR	SN	Dmg

PB	Short	Med	Long	Ext

Ranged Weapon	AP	SR	MR	SN	Dmg

PB	Short	Med	Long	Ext

Other	AP	SR	MR	SN	Dmg

Equipment and Gear:

Conviction: Total | Spent

Hero Points

Mental

Dmg Mod | AR | Mind Defense (MD)

Exertion

Physical

Endurance	Total	Spent	Mod
Rested			
Fatigued			
Depleted			

Vitality	Total	Spent	Mod
Healthy			
Injured			
Critical			

Mental

Tenacity	Total	Spent	Mod
Rested			
Fatigued			
Depleted			

Sanity	Total	Spent	Mod
Healthy			
Injured			
Critical			

Base + SN + Str. + Tech. - Weak. - Wpn Spd - Armor - Shield = Action Score

Base + SN + Str. + Tech. - Weak. - Wpn Spd - Armor - Shield = Action Score

Action Points (AP)

Mental Combat Skills	AP	SR	MR	SN

Other	AP	SR	MR	SN

Misc.

Key:					
AP	Action Points	SR	Skill Rank	Str	Strength
AR	Armor Rating	SN	Second Nature	Weak	Weakness
BD	Body Defense	XP	Experience Points	Tech	Technique
MD	Mind Defense	MR	Minimum Roll	Wpn	Weapon
PB	Point Black	Dmg	Damage	Spd	Speed