

# GOING SOMEWHERE

## THE ROLE PLAYING GAME

Player: \_\_\_\_\_

Name: \_\_\_\_\_

TEMPERAMENT: \_\_\_\_\_ GENDER: \_\_\_\_\_

SOCIAL STATUS: \_\_\_\_\_ RANK: \_\_\_\_\_

PROFESSION: \_\_\_\_\_

HEIGHT

WEIGHT

AGE

LANGUAGES:

---



---

### CHARACTER POINTS

STARTING

---

TOTAL RECEIVED

SPEND 1 CP FOR A SINGLE REROLL  
SPEND 2 CP FOR AN AUTOMATIC SUCCESS (BEFORE YOU ROLL)

POWER LEVEL

POWER SITE BONUS

MAGIC BONUS

### ENCUMBERANCE

MAX ENC

CURRENT

MAX  
(SPD + STR)

---

CURRENT

MOVEMENT  
(SPD + STR - ENC)

### HEALTH

TOTAL

CURRENT

ARMOR DR(s)

DAMAGE RESISTANCE

MAGIC RESISTANCE

Quantity of Bonus DRs: \_\_\_\_\_

do not require conscious action

### ABILITIES



d30 RANGED

ACC

d30 PERSUADE

CHM

d20 KNOWLEDGE

INT

d20 NOTICE

PER

d20 INITIATIVE

SPD

d30 MELEE

STR

VIT

DIE RANK

MAX DR

QUANTITY

MAX Q

---

---

---

---

---

---

---

require conscious action

### SKILLS

USE MAX DR & MAX Q FOR CORRESPONDING ABILITIES

PRECISION

BONUS

GUILE

BONUS

ANALYSIS

BONUS

INSPECT

BONUS

REFLEXES

BONUS

BRAWN

BONUS

VIGOR

BONUS

### SPECIALIZED SKILLS

USE MAX DR & MAX Q FOR INT

MAGIC EFFECT

POWER LEVEL

WEAPON/ARMOR

DR

BONUS

---

---

---

---

---

---

---

---

---

---



---

---

---

---

---

---

---

---

---

---



---

---

---

---

---

---

---

---

---

---

MELEE DAMAGE: Weapon's Damage DR(s) + (Damage Bonus)  
HAND-TO-HAND DAMAGE: BRAWN x Quantity of Damage DR(s)

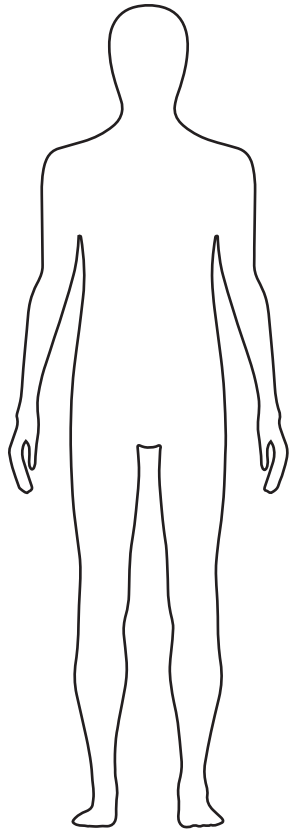
# PLACEMENT OF EQUIPMENT

## ENCUMBRANCE BREAKDOWN

ON HEAD

RIGHT ARM

RIGHT HAND



MAX ENC	
CURRENT ENC	

--	--	--	--	--

FROM ARMOR      FROM MONEY CARRIED      ADDITIONAL SLOTS      ADDITIONAL USED      TOTAL STILL AVAILABLE

CLOTHING WORN: SLOTS

\_\_\_\_\_

\_\_\_\_\_

LEFT ARM

LEFT HAND

CARRIED ON PERSON:      LOCATION      SLOTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FRONT

BACK

### MAGIC ITEMS

TOTAL SLOTS EQUAL TO (21 - MAGIC BONUS)

MAX	
CURRENTLY USED	

--	--

GOLD      SILVER

--	--

COPPER      TIN

### MONEY CARRIED

20 coins = 1 ENC

CURRENCY CONVERSION:  
1g = 10s = 1,000c = 100,000t

### IN BACKPACK

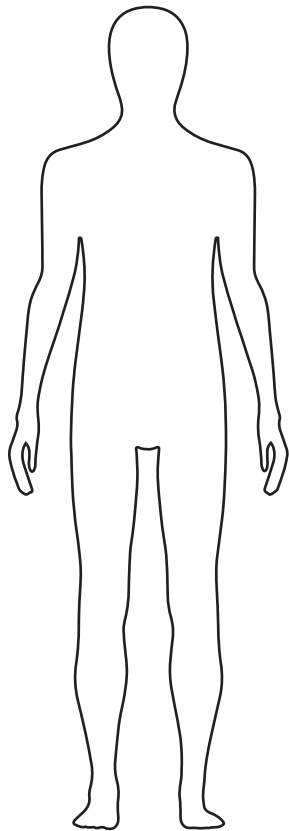
CAPACITY: \_\_\_\_\_ USED: \_\_\_\_\_

ITEM SLOTS

LEFT SHOULDER

CENTER BACK

RIGHT SHOULDER



\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

OTHER PROPERTY, NOT CARRIED:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_