pinwheels
ROLE-PLAYING SYSTEM

Name: _____
Race: _____
Age: _____
Height: _____
Weight: _____
Eye: _____
Hair: _____
Skin: _____
Night Vision: _____

ATTRIBUTES

	SCORE	MOD	CONTEST
STR			
PREC			
BAL			
CON			
REAS			
KNOW			
PER			
INS			
WILL			
PRES			
LEAD			

ACTION DICE

_____ Generic
_____ Armed Combat
_____ Unarmed Combat
_____ Reaction
_____ Wizardry
_____ Faith
_____ Mentalism
_____ Aggression
_____ LAD _____
_____ LAD _____
_____ LAD _____
_____ LAD _____

MORALITY

	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
Compassion	○	○	○	○	○	O	○	○	○	○	○
Generosity	○	○	○	○	○	O	○	○	○	○	○
Honesty	○	○	○	○	○	O	○	○	○	○	○
Loyalty	○	○	○	○	○	O	○	○	○	○	○
Modesty	○	○	○	○	○	O	○	○	○	○	○
Stability	○	○	○	○	○	O	○	○	○	○	○

Overall Average _____

COMBAT

HP _____ (con _____ x mult _____ + bonuses _____)

DR _____ (armor _____ + helm _____ + bonuses _____)

MV _____ (base _____ + bonuses _____)

step _____ (base _____ +bonuses _____)

Sur _____ (per _____ + bonuses _____)

Combat Skills:

block: _____ cntrstk: _____ dodge: _____ roll w/it: _____ disarm: _____

force: _____ bait: _____ knckdn: _____ flank: _____ feint: _____

SKILLS & SPELLS

SKILL / PATH	TIER	AR

PRIMARY WEAPONS

WEAPON	SIZE	FIN	RANGE	AR	NOTES

Max Capacity: _____ one-hand: _____ two-hand: _____ Base Speed: _____

	One-Handed			Two-handed				Two-hand + Speed			
SIZE	LOW	NORM	HIGH	LOW	NORM	HIGH	SPEED	LOW	NORM	HIGH	SPEED
1:Tiny	1d3	1d2	1	--	--	--	1	--	--	--	--
2:Small	1d6	1d4	1d3	1d8	1d6	1d4	2	1d4	1d3	1d2	1
3:Med	1d10	1d8	1d6	1d12	1d10	1d8	3	1d8	1d6	1d4	2
4:Large	1d12	1d10	1d8	2d8	1d12	1d10	4	1d12	1d10	1d8	3
5:Huge	2d8	1d12	1d10	1d20	2d8	1d12	5	2d8	1d12	1d10	4

FINESSE MODIFIERS TO REACTIONS:
Low: -2 to Reactions (except Counterstrike); **Normal:** no adjustments; **High:** +2 to Reactions

CP

CHARACTER TOTAL

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

COST ____ LVL ____ FAME ____

SKILL	ATTR	COST	IR	AR

WEAPON GROUPS

MELEE/UNARMED	COST	IR	AR	RANGED	COST	IR	AR	S-AR	M-AR	L-AR