

Name _____

Player _____

Species _____

Ancar Roleplaying Game

Description _____

Attributes

	Calculated	$\times 5$
<input type="radio"/> Power	<input type="text"/>	<input type="text"/>
<input type="radio"/> Vitality	<input type="text"/>	<input type="text"/>
<input type="radio"/> Coordination	<input type="text"/>	<input type="text"/>
<input type="radio"/> Perception	<input type="text"/>	<input type="text"/>
<input type="radio"/> Agility	<input type="text"/>	<input type="text"/>
<input type="radio"/> Wits	<input type="text"/>	<input type="text"/>
<input type="radio"/> Will	<input type="text"/>	<input type="text"/>
<input type="radio"/> Logic	<input type="text"/>	<input type="text"/>
<input type="radio"/> Personality	<input type="text"/>	<input type="text"/>
<input type="radio"/> Luck	<input type="text"/>	<input type="text"/>



Attributes



Talents

Experience Levels



Techniques



Skills

Health

Hit Points

Quintessence



Character Points

Attribute _____ Technique _____

Talent _____ Skill _____

Experience

Total



Inventory

Inventory list area with multiple empty rows.

EVADE

M. EVADE

PROTECT

ACTION

ATTACK

KARMA

Ranged

Weapon WC Damage Crit

Weapon entry form

Weapon WC Damage Crit

Weapon entry form

Weapon WC Damage Crit

Weapon entry form

Armor AGI Weight

Armor entry form

Shield

Shield entry form

POW

Attributes: 60 points at creation. Maximum at creation is 10. Requires 2 points to raise an attribute 1 after it reaches 8.

Skills

Athletics	<input type="checkbox"/> POW	<input type="checkbox"/> Climb	<input type="checkbox"/> Ride	<input type="checkbox"/> Swim
Might	<input type="checkbox"/> POW	<input type="checkbox"/> Break	<input type="checkbox"/> Grip	<input type="checkbox"/> Push/Pull
Toughness	<input type="checkbox"/> VIT	<input type="checkbox"/> Endurance	<input type="checkbox"/> Fortitude	<input type="checkbox"/> Stability
Dexterity	<input type="checkbox"/> COR	<input type="checkbox"/> Disable	<input type="checkbox"/> Medical	<input type="checkbox"/> Steal
Sense	<input type="checkbox"/> PER	<input type="checkbox"/> Alertness	<input type="checkbox"/> Investigation	<input type="checkbox"/> Navigation
Acrobatics	<input type="checkbox"/> AGI	<input type="checkbox"/> Balance	<input type="checkbox"/> Jump	<input type="checkbox"/> Tumble
Stealth	<input type="checkbox"/> AGI	<input type="checkbox"/> Hide	<input type="checkbox"/> Silent Action	<input type="checkbox"/> Sneak
Reflex	<input type="checkbox"/> WIT	<input type="checkbox"/> Composure	<input type="checkbox"/> Initiative	<input type="checkbox"/> Reaction
Magic	<input type="checkbox"/> WIL	<input type="checkbox"/> Identify Spell	<input type="checkbox"/> Magic Sense	<input type="checkbox"/> Spell Link
Wisdom	<input type="checkbox"/> WIL	<input type="checkbox"/> Focus	<input type="checkbox"/> Intuition	<input type="checkbox"/> Resist
Intellect	<input type="checkbox"/> LOG	<input type="checkbox"/> Analysis	<input type="checkbox"/> Craft	<input type="checkbox"/> Memory
Charisma	<input type="checkbox"/> PSN	<input type="checkbox"/> Appearance	<input type="checkbox"/> Charm	<input type="checkbox"/> Intimidation
Speechcraft	<input type="checkbox"/> PSN	<input type="checkbox"/> Diplomacy	<input type="checkbox"/> Manipulation	<input type="checkbox"/> Subterfuge

Specialties

_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>

Talents

Height _____ Eyes _____
Weight _____ Hair _____
Looks _____

Kills _____ Victories _____
Max Combo _____ Damage _____
Reputation _____

Important Character Information

Skills: Choose 4 Primary skillsets. Divide 60 points into those Skillsets. Choose 2 Weak Skillsets. Divide 20 points into those skillsets. Divide 40 points into each of the rest of the skillsets. Talents: 10 points at creation.

Techniques

Technique



Type

Technique			Type	



Fighting Style / Spellcasting Style

Spheres

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Signature Abilities



Cost

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Cost

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Cost

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Techniques: 8 points at creation.