

Personaggio		Intelligence (IQ)		Bonus Skills + %
RCC		Mental Endurance (ME)		+ vs Psionic + vs Insanity
OCC		Mental Affinity (MA)		Trust/Intimidate %
Livello		Physical Strenght (PS)		Hand to Hand Damage +
PX Necessari		Physical Prowess (PP)		Strike/Parry/Dodge +
PX Attuali		Physical Endurance (PE)		+ % vs Coma + vs Magic/Poison
		Physical Beauty (PB)		Charm/Impress %
		Speed (Spd)		

Attuali		Attuali		Attuali		Attuali	
HP		SDC		PPE		ISP	

Skill	Type	Base %	OCC	Totale	Note
<input type="radio"/> Acrobatics	Physical	30/40%+3	+	<input type="text"/>	+1 roll with punch, PS, PP, PE; +1d6 SDC
<input type="radio"/> Animal Husbandry	Medical	35%	+	<input type="text"/>	
<input type="radio"/> Anthropology	Science	20%	+	<input type="text"/>	
<input type="radio"/> Archaeology	Science	20%	+	<input type="text"/>	
<input type="radio"/> Art	Noble	35%	+	<input type="text"/>	
<input type="radio"/> Astronomy & Navigation	Science	30%	+	<input type="text"/>	
<input type="radio"/> Athletics (general)	Physical	-	+	<input type="text"/>	+1 roll with punch, PS; +1d6 Spd; +2d4 SDC
<input type="radio"/> Biology	Med/Sci	30%	+	<input type="text"/>	
<input type="radio"/> Boat Building	Wild	25%	+	<input type="text"/>	
<input type="radio"/> Body Building	Physical	-	+	<input type="text"/>	+2 PS, +10 SDC
<input type="radio"/> Botany	Science	25%	+	<input type="text"/>	
<input type="radio"/> Boxing	Physical	-	+	<input type="text"/>	+1 att/round, roll with punch; +2 PS, Parry/Dodge; +3d6 SDC
<input type="radio"/> Breed dogs	Noble	20/40%	+	<input type="text"/>	
<input type="radio"/> Brewing	Medical	25/30%	+	<input type="text"/>	+10 % se hai lo skill "Holistic Medicine"
<input type="radio"/> Camouflage	Military	20%	+	<input type="text"/>	
<input type="radio"/> Card Shark	Thief	24%+4	+	<input type="text"/>	+4% se hai lo skill "Palming"
<input type="radio"/> Carpentry	Wild	25%	+	<input type="text"/>	
<input type="radio"/> Climb/Scale Walls	Physical	35/40%	+	<input type="text"/>	
<input type="radio"/> Concealment	Thief	20%+4	+	<input type="text"/>	
<input type="radio"/> Cook	Domestic	30%	+	<input type="text"/>	
<input type="radio"/> Cryptography	Comm	15%	+	<input type="text"/>	Requires: "Literacy"
<input type="radio"/> Dance	Com/Do	30%	+	<input type="text"/>	
<input type="radio"/> Detect Ambush	Espion	30%	+	<input type="text"/>	+5% se hai "Surveillance"
<input type="radio"/> Detect Concealment & Traps	Espion	25%	+	<input type="text"/>	
<input type="radio"/> Disguise	Espion	25%	+	<input type="text"/>	+5% se hai "Surveillance"
<input type="radio"/> Dowsing	Wild	20%	+	<input type="text"/>	
<input type="radio"/> Escape Artist	Espion	25%	+	<input type="text"/>	
<input type="radio"/> Falconry	Military	30%	+	<input type="text"/>	
<input type="radio"/> Field Armorer	Military	30%	+	<input type="text"/>	
<input type="radio"/> First Aid	Medical	30%	+	<input type="text"/>	
<input type="radio"/> Fishing	Domestic	30%	+	<input type="text"/>	
<input type="radio"/> Forced March	Physical	-	+	<input type="text"/>	
<input type="radio"/> Forgery	Espion	20%	+	<input type="text"/>	+2% se hai "Heraldry"; +3% se hai "Art"
<input type="radio"/> Gemology	Noble	25%	+	<input type="text"/>	
<input type="radio"/> General Repair	Noble	35%	+	<input type="text"/>	
<input type="radio"/> Gymnastics	Physical	30/40%+3	+	<input type="text"/>	+2 roll to punch, PE; +1 PS, PP; +2d6 SDC; kick dmg 2d6
<input type="radio"/> Heraldry	Military	15/20%	+	<input type="text"/>	+5% se hai "Intelligence"
<input type="radio"/> History	Noble	30%	+	<input type="text"/>	
<input type="radio"/> Holistic Medicine	Medical	20/30%	+	<input type="text"/>	
<input type="radio"/> Identify Plants & Fruits	Wild	25%	+	<input type="text"/>	
<input type="radio"/> Imitate Voices & Impersonation	Espion	16/36%+4	+	<input type="text"/>	+5% se hai "Surveillance"
<input type="radio"/> Intelligence	Espion	30%+4	+	<input type="text"/>	+2% se hai "Heraldry"

<input type="radio"/> Interrogation Techniques	Military	20%	+	<input type="text"/>	
<input type="radio"/> Juggling	Physical	35%	+	<input type="text"/>	+1 Initiative
<input type="radio"/> Land Navigation	Wild	30%+4	+	<input type="text"/>	
<input type="radio"/> Language	Com/Nob	40%	+	<input type="text"/>	
<input type="radio"/> Literacy	Com/Nob	30%	+	<input type="text"/>	
<input type="radio"/> Locate Secret Compartments/Doors	Thief	15%	+	<input type="text"/>	+5% "Carpentry", "Masonry", "General Repair"
<input type="radio"/> Lore: Demons & Monsters	Noble	25%	+	<input type="text"/>	
<input type="radio"/> Lore: Magic	Noble	15/25%	+	<input type="text"/>	
<input type="radio"/> Lore: Religion	Noble	30%	+	<input type="text"/>	
<input type="radio"/> Lore:	Noble	25%	+	<input type="text"/>	
<input type="radio"/> Lore:	Noble	25%	+	<input type="text"/>	
<input type="radio"/> Masonry	Noble	30%	+	<input type="text"/>	
<input type="radio"/> Mathematics: Basic	Science	45%	+	<input type="text"/>	
<input type="radio"/> Mathematics: Advanced	Science	45%	+	<input type="text"/>	
<input type="radio"/> Military Etiquette	Military	35%	+	<input type="text"/>	
<input type="radio"/> Mime	Comm	30%	+	<input type="text"/>	
<input type="radio"/> Pick Locks	Esp/Thief	30%	+	<input type="text"/>	
<input type="radio"/> Pick Pockets	Esp/Thief	25%	+	<input type="text"/>	
<input type="radio"/> Play Musical Instrument	Com/Do	25%	+	<input type="text"/>	
<input type="radio"/> Preserve Food	Wild	30%	+	<input type="text"/>	
<input type="radio"/> Prowl	Phy/Thief	25%	+	<input type="text"/>	
<input type="radio"/> Public Speaking	Comm	30%	+	<input type="text"/>	
<input type="radio"/> Recognize Weapon Quality	Military	25%	+	<input type="text"/>	
<input type="radio"/> Rope Works	Noble	30%	+	<input type="text"/>	
<input type="radio"/> Running	Physical	-	+	<input type="text"/>	+1 PE; +4d4 Spd; +1d6 SDC
<input type="radio"/> Sailing	Noble	20/35%	+	<input type="text"/>	
<input type="radio"/> Sculpting & Whittling	Noble	30%	+	<input type="text"/>	
<input type="radio"/> Sew	Domestic	25%	+	<input type="text"/>	+5% se hai "Skin & Prepare Animal Hides"
<input type="radio"/> Sign Language	Comm	25%	+	<input type="text"/>	
<input type="radio"/> Sing	Com/Do	30%	+	<input type="text"/>	
<input type="radio"/> Skin & Prepare Animal Hides	Wild	30%	+	<input type="text"/>	
<input type="radio"/> Sniper	Espion	-	+	<input type="text"/>	+2 to strike LongBow (count as 2 arrow shots)
<input type="radio"/> Streetwise	Thief	20%+4	+	<input type="text"/>	
<input type="radio"/> Surgeon/Medical Doctor	Medical	20/30%	+	<input type="text"/>	Requires: "Biology"
<input type="radio"/> Surveillance	Military	25%	+	<input type="text"/>	
<input type="radio"/> Swimming	Physical	40%	+	<input type="text"/>	
<input type="radio"/> Track Humanoids	Espion	25%	+	<input type="text"/>	
<input type="radio"/> Track & Trap Animals	Wild	20/30%	+	<input type="text"/>	
<input type="radio"/> Use & Recognize Poison	Thief	16/24%+4	+	<input type="text"/>	+4% se hai "Holistic Medicine"
<input type="radio"/> Ventriloquism	Thief	16%+4	+	<input type="text"/>	
<input type="radio"/> Wilderness Survival	Wild	30%	+	<input type="text"/>	
<input type="radio"/> Wrestling	Physical	-	+	<input type="text"/>	+1 roll with punch, PS; +4d6 SDC
<input type="radio"/> Writing	Com/Nob	20%	+	<input type="text"/>	Requires: "Literacy"

Weapon Prof	Note
<input type="radio"/> <input type="text"/>	
<input type="radio"/> <input type="text"/>	
<input type="radio"/> <input type="text"/>	
<input type="radio"/> <input type="text"/>	
<input type="radio"/> <input type="text"/>	
<input type="radio"/> <input type="text"/>	

Horsemanship	Base %	OCC	Totale	Note
<input type="radio"/> <input type="text"/>	%	+	<input type="text"/>	
<input type="radio"/> <input type="text"/>	%	+	<input type="text"/>	
<input type="radio"/> <input type="text"/>	%	+	<input type="text"/>	
<input type="radio"/> <input type="text"/>	%	+	<input type="text"/>	



Hand to Hand Combat Type

of Attacks

Special

Strike Parry Dodge Damage

Initiative Roll Pull Critical



Saving Throws

Spell	Ritual
<input type="text"/>	<input type="text"/>
Psionics	Poison
<input type="text"/>	<input type="text"/>
Toxins	Wards
<input type="text"/>	<input type="text"/>
Coma	Horror
<input type="text"/>	<input type="text"/>

Armour Type AR

Weight SDC Attuali

Special



Weapon	Strike	Parry	Throw	Rate	Damage	Range	Note
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>
<input type="text"/>	+	+	+	+	<input type="text"/>	Mt	<input type="text"/>

Equipment



Notes

OCC SPECIAL ABILITIES

RCC SPECIAL ABILITIES