Béthorm CHARACTER RECORD SHEET

Player: ______ Campaign: ______

APs: Name: ______ Race: ______ Age: ______ Gender: ______

____ PHYS: ____ Hit Points: [ ] ______ Clan: ______ Level: ______ Contacts: ____

____ DEFT: ____ Armored: ____ Move: ______ Clan Rank [ ] + Lineage Mod [ ] = [ ] Clan Influence

____ INTL: ____ EPs: Starting: ____ Job: ______ Rank: ______ + = [ ] Prof. Influence

____ WILL: ____ Appearance: ____ Initiative: (1-2) ____ / (3-8) ____ / (9-10) ____ God: ______ /2 rnd up = [ ] Prestige

____ PSYC: ____ Psychic NRG: [ ] ______

APs: Personal Traits:

____ ______

____ ______

____ ______

____ ______

____ ______

____ ______

____ ______

____ ______

Advantage Points Earned: ____ Unspent: ____

Contacts: Contact Points: ____ Cost:

______ ____

______ ____

______ ____

______ ____

______ ____

Contact Balance:

PORTRAIT

EPs:	Skill Name & Specialization:	Base:	Bonus:	Mod:	Skill:
____	*Sorcery:* ____ *Sorcery Level:* ____	*INTL*	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____
____	______	____	+ ____	+ ____	= ____

____ = ____ + ____ Spent / Starting + Earned EPs

Money: ______ Family Income: ______

Equipment: ______

______

______

______

Weapon:	Skill:	Mod:	Total:	Range:	Damage: 1-2	3-8	9-10
____	____	+ ____	= ____	____	____	/ ____	/ ____
____	____	+ ____	= ____	____	____	/ ____	/ ____
____	____	+ ____	= ____	____	____	/ ____	/ ____
____	____	+ ____	= ____	____	____	/ ____	/ ____

Defenses:	Skill Name:	Skill:	Modifiers:	Total:
Melee:	____	____	____ -10	= ____
Missile:	____	____	____ -10	= ____
Magic:	*Resist Sorcery*	____	____ -10	= ____

Shield: ______ + ____ Hits: [ ] ______

		Avoid	Physical	Energy	Physical	Energy
Helmet:	____	____	____	/ ____		
Natural Armor:	______				____	/ ____
		Avoid	DEFT Limit			
Worn Armor:	______	____	____		____	/ ____

Total Armor: ____ / ____

© 2014 by UNIgames. Permission is granted to copy this page for private use.