

VALENTIA

ROLE-PLAYING SYSTEM

NAME: _____
 RACE: _____
 NATIONALITY: _____
 AGE: _____
 HEIGHT: _____
 WEIGHT: _____
 EYES: _____
 HAIR: _____
 FAME: _____
 LANGUAGES: _____

ATTRIBUTES

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

ACTION DICE

_____ **GENERIC AD**

MORALITY

-5 -4 -3 -2 -1 0 +1 +2 +3 +4 +5
 COMPASSION: ○○○○○○●○○○○○
 GENEROSITY: ○○○○○○●○○○○○
 HONESTY: ○○○○○○●○○○○○
 LOYALTY: ○○○○○○●○○○○○
 MODESTY: ○○○○○○●○○○○○
 STABILITY: ○○○○○○●○○○○○
 OVERALL AVERAGE: _____

COMBAT STATS

HP: _____ DEAD AT: _____ MOVE: _____ STEP: _____
 DR: _____ SUR: _____ EP: _____ EP RECOVERY: 1/_____

UNENC. STD. MOVE	LIGHT -1 MOVE	HEAVY -2 MOVE	MAX LIFT NO MOVE	MAX DRAG 1 MOVE
ENC: _____	_____	_____	_____	_____

KEY ABILITIES

ATTACK	SIZE	FIN	RANGE	AR	NOTES
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

WEAPON AR: _____ UNARMED AR: _____ GRAPPLE AR: _____
 MIN ATT SPD: _____ REACTIONS: _____
 MAX WPN CAPACITY: _____ 1-HAND MIN/MAX: ____/____ 2-HAND MIN/MAX: ____/____

CP
SAVED

ENERGY EFFECTS
 FIRE: d8
 COLD: d6+SLIPPERY
 LIGHTNING: d6+ EP LOSS
 FORCE: d6+100 LBS.
 ACID: d6+VISION LOSS
 LIFE DRAINING: d4+HP

TOTAL

WPN SIZE	1-HANDED				2-HANDED FOR DAMAGE				2-HANDED FOR SPEED				UNARMED		
	LOW	NORM	HIGH	SPD	LOW	NORM	HIGH	SPD	LOW	NORM	HIGH	SPD	Sz	DMG	SPD
0	1d3	1d2	1	1	1d4	1d3	1d2	1	1d2	1	1	1	T	1	1
1	1d4	1d3	1d2	1	1d6	1d4	1d3	1	1d3	1d2	1	1	S	1d2	1
2	1d8	1d6	1d4	2	1d10	1d8	1d6	2	1d6	1d4	1d3	1	M	1d4	2
3	2d6	1d10	1d8	3	2d8	2d6	1d10	3	1d10	1d8	1d6	2	L	1d8	3
4	2d8	2d6	1d10	4	2d10	2d8	2d6	4	2d6	1d10	1d8	3	H	1d10	4
5	2d10	2d8	2d6	5	2d12	2d10	2d8	5	2d8	2d6	1d10	4	E	2d6	5
6	2d12	2d10	2d8	5	3d10	2d12	2d10	5	2d10	2d8	2d6	5	G	2d8	5
7	3d10	2d12	2d10	5	3d12	3d10	2d12	5	2d12	2d10	2d8	5	C	2d10	5

LOW FINESSE: -2 REACTIONS HIGH FINESSE: +2 REACTIONS

