

Player: \_\_\_\_\_  
 Character: \_\_\_\_\_  
 Nickname/Alias: \_\_\_\_\_  
 P.C.C.: \_\_\_\_\_  
 Sex: \_\_\_\_\_ Alignment: \_\_\_\_\_  
 Occupation: \_\_\_\_\_

<b>Attributes</b>	<b>Hand to Hand Combat</b>
I.Q.: _____	HTH: _____
M.E.: _____	Actions per Round: _____
M.A.: _____	Initiative: + _____
P.S.: _____	Damage: + _____
P.P.: _____	Strike: + _____
P.E.: _____	Parry: + _____
P.B.: _____	Dodge: + _____
Spd.: _____	Roll with punch, fall or Impact: + _____
P.P.E.: _____	Pull Punch (11+): + _____
I.S.P.: _____	Knockout/Stun Roll: _____
S.D.C.: _____	Critical Strike Roll: _____
Hit Points: _____	Death Blow Roll: _____
Perception: _____	
Armor: _____	A.R.: _____ S.D.C.: _____
Level: _____	Experience Points: _____

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<b>Saving Throws</b>	<b>Base</b>	<b>Modifier</b>	<b>Roll Needed</b>
Horror Factor			-
Poison: Lethal	14		
Poison: Non-Lethal	16		
Harmful Drugs	15		
Insanity	12		
Psionics			
Magic Spell	12		
Magic Ritual	16		
Coma/Death			-
Possession			-
Curses	15		-
Disease	14		
Pain	16		

[illegible]

### Personal Information

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_ Birth Order: \_\_\_\_\_ Money: \_\_\_\_\_  
General Appearance: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Disposition: \_\_\_\_\_  
Family History: \_\_\_\_\_  
Environment: \_\_\_\_\_  
Reason for Paranormal Investigating: \_\_\_\_\_  
\_\_\_\_\_  
Outlook on being Psychic: \_\_\_\_\_  
\_\_\_\_\_  
Goals in Life: \_\_\_\_\_  
\_\_\_\_\_  
Insanity: \_\_\_\_\_  
\_\_\_\_\_

**Multipliers:** Scrutiny: x 1 Investigation: x 2 Lesser: x Greater: x Ancient: x

I.S.P.

**Character History**

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Name: _____	Occupation: _____	Notes: _____
Name: _____	Occupation: _____	Notes: _____
Name: _____	Occupation: _____	Notes: _____

Name: _____	Description: _____
Abilities: _____	
Name: _____	Description: _____
Abilities: _____	
Name: _____	Description: _____
Abilities: _____	
Name: _____	Description: _____
Abilities: _____	
Name: _____	Description: _____
Abilities: _____	

[illegible]

**Leaping Distance:** Up: \_\_\_\_\_ Across: \_\_\_\_\_  
**Run:** \_\_\_\_\_ mph (max) \_\_\_\_\_ melees \_\_\_\_\_ feet per round \_\_\_\_\_ feet per action  
**Swim:** \_\_\_\_\_ mph (max) \_\_\_\_\_ minutes \_\_\_\_\_ feet per round \_\_\_\_\_ feet per action  
 Invoke Trust/Intimidate: \_\_\_\_\_ Charm/Impress: \_\_\_\_\_