

# Skillset RPG™ The Source™ Character Sheet

PERSONAL INFORMATION				
Character Name: _____	Character Concept: _____	Player Name: _____		
Gender: _____	Age: _____	Hair: _____	Eyes: _____	Skin: _____
Homeland: _____	Profession: _____	Experience Points: _____		

VITAL STATISTICS				
<i>Health Categories</i>			<i>Battle Qualities</i>	
Wounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Action Points _____
Fatigue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Movement _____
Fear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Parry _____
Dice Penalties	0D	-1D	-2D	Armor _____
				Injuries: _____
				_____
				_____
				_____

PHYSIQUE SKILLS					
Agility	○○○○○	Melee	○○○○○	Stamina	○○○○○
Athletics	○○○○○	Ranged	○○○○○	Stealth	○○○○○

INTELLECT SKILLS					
Academics	○○○○○	Medicine	○○○○○	Survival	○○○○○
Craft/Mend	○○○○○	Perception	○○○○○	Trade	○○○○○
Languages	○○○○○	Pilot	○○○○○	Warfare	○○○○○

CHARISMA SKILLS					
Artistry	○○○○○	Investigate	○○○○○	Ride/Team	○○○○○
Command	○○○○○	Persuade	○○○○○	Willpower	○○○○○

AFTERLIFE SKILLS					
Expression	○○○○○	Might	○○○○○	Will	○○○○○

TALENTS	EQUIPMENT	POWERS (Dead Man? <input type="checkbox"/> Yes <input type="checkbox"/> No)			
		<b>Automatic:</b> Awareness, Knowledge, Immunity			
		<b>Single Afterlife Skill Powers</b>			
		<b>Skill</b>	<b>Level 1</b>	<b>Level 3</b>	<b>Level 5</b>
		Expression	<input type="checkbox"/> Beauty <input type="checkbox"/> Dread	<input type="checkbox"/> Inspire <input type="checkbox"/> Terror	<input type="checkbox"/> Grace <input type="checkbox"/> Depravity
<b>WEAPONS</b>		Might	<input type="checkbox"/> Strength	<input type="checkbox"/> Ferocity	<input type="checkbox"/> Celerity
		Will	<input type="checkbox"/> Focus	<input type="checkbox"/> Insight	<input type="checkbox"/> Prescience
		<b>Double Afterlife Skill Powers</b>			
<b>ARMOR/SHIELD</b>		<b>Skill</b>	<b>Level 2</b>	<b>Level 4</b>	<b>Level 6</b>
		Expression & Might	<input type="checkbox"/> Trace	<input type="checkbox"/> Destruction	<input type="checkbox"/> Dominate
<b>MONEY/VALUABLES</b>	<b>DERRANGEMENTS</b>	Might & Will	<input type="checkbox"/> Resistance	<input type="checkbox"/> Quickness	<input type="checkbox"/> Regenerate
		Will & Expression	<input type="checkbox"/> Obscurity	<input type="checkbox"/> Succor	<input type="checkbox"/> Third Life