Player: _____ Game Master: _____

The World of Nianze

Version 6.97.1

Persona		
Name:	Age:	Race:
Sex: Nationality:		Weapon Hand:
Speciality:	Striker:	Figure:

Character Description

Sanity			
Mental Balance	Violence (2)	Horror (5)	Paranormal (10)

Name	Rank	Relationship

Character Benefits		Character Deficiencies	

Property	Value	PM	TM	AP	Property	Value	PM	TM	AP
Agility					Aptitude				
Cognition					Eloquence				
Force					Marchon				
Physique					Spirit				
Precision					Willpower				
Reflex					Wits				

Movement:	
Actions:	
Initiative:	
Aruhun Recovery:	(%)
Magic Recovery:	(%)
Physical Recovery:	(%)
Stamina Recovery:	(%)

Abilities	LvL	EP

Special Abilities	AMT	Duration

Corporeal Capacity

1	2	3	4	5	6	7	8	9	10
1									
2									
3									
4									
5									

1	2	3	4	5	6	7	8	9	10
1									
2									
3									
4									
5									

1	2	3	4	5	6	7	8	9	10
1									
2									
3									
4									
5									

CC:	N.ABS:	AC:	COG DB:	MC:	AP-Level:
C.ABS:	M.ABS:	PCN DB:	FOR DB:	SC:	Striker Grade (STG):
Physical Stress: / %	Magic Resistance: / %				Mental Resistance: / %

Favoured Skills	PRO	LvL	AP	Favoured Skills	PRO	LvL	AP

Primary Skills	PRO	LvL	AP	Primary Skills	PRO	LvL	AP

Secondary Skills	PRO	LvL	AP	Secondary Skills	PRO	LvL	AP

Linguistic Skills	RW	S	Knowledge Skills	Knowledge Skills

Speciality Skills	PRO	LvL	AP

Stress and Resistance	BC	+	Value
Physical Stress ((FOR+PHY+WIL)/2)		+	
Magic Resistance (MCH+WIL)		+	
Mental Resistance (FOR+SPI)		+	

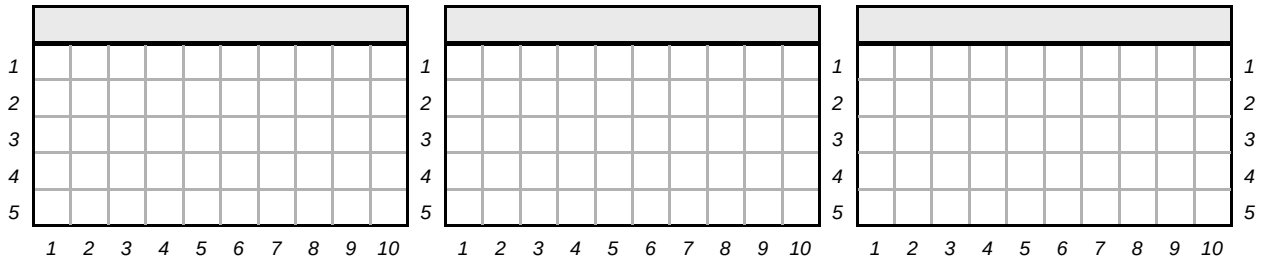
Techniques	Effect	CAT	DUR	ACT	REQ	RNG	PRO	SR	CS
1									
5									
10									
15									
20									

Body Part		CC	MOD	Armour	C.ABS	M.ABS	N.ABS	Total/Left
Head	(20)							|
Chest	(18-19)							|
Left Arm	(14-17)							|
Right Arm	(10-13)							|
Abdomen	(8-9)							|
Groin	(7)							|
Left Leg	(4-6)							|
Right Leg	(1-3)							|
Total:								|

Affliction	Penalty	SG	Affliction	Penalty	SG
1			1		
5			5		

Armour	Notes	DUB	AGI	REQ	MOV	ACT	Weight
1		/					
		/					
		/					
		/					
5		/					

Weapon	CAT	SR	DMG	DUB	REQ	RNG	ACT	Weight
1				/				
				/				
				/				
				/				
5				/				



Trinkets	
1	1
5	5

Containers	Notes	ALL	Weight
1			
2			
3			
4			
5			

Worn Apparel	Notes	Weight
1		
5		
Summary:		

Carrying Capacity	
Athletics Boost:	
Armour Reduction:	
Base Force:	
Carrying Capacity:	/ /
Force MOD:	
Total Allevation:	

Inventory	Notes	Container	Weight
1			
5			
10			
15			
20			
25			
30			
35			
40			
Summary:			

Container and Holsters	Notes	ALL	Weight
1			
5			
Summary:			

Pouches	Coin Capacity	Mark	Crown	Shilling	ALL	Weight
1	/ /					
	/ /					
Summary:	/ /					