

The Covenant of Justice

Character Sheet for Chaosium's Basic Roleplaying System

Character Name: _____ Player Name: _____
 Race: _____ Age: _____ Gender: _____
 Description: _____

 Distinctive Features: _____

 Gods\Religion: _____ Profession: _____

STR: _____ Effort roll: _____ %
 CON: _____ Stamina roll: _____ %
 SIZ: _____ MOV (DEX+SIZ)/2: _____
 INT: _____ Idea roll: _____ %
 POW: _____ Luck roll: _____ %
 DEX: _____ Agility roll: _____ %
 APP: _____ Charisma roll: _____ %
 EDU: _____ Know roll: _____ %

SKILLS EXPERIENCE BONUS: _____ % Skill Level: _____

COMMUNICATION bonus (____%)	MANIPULATION bonus (____%)	MENTAL bonus (____%)	PHYSICAL bonus (____%)
◇ Bargain (05%) _____ %	Art (05%) _____ %	◇ Appraise (15%) _____ %	◇ Climb (40%) _____ %
◇ Command (05%) _____ %	◇ _____ %	◇ First Aid (30%) _____ %	◇ Dodge (DEX x2%) _____ %
◇ Disguise (01%) _____ %	◇ _____ %	◇ Gaming (INT+POW%) _____ %	Drive (20%/01%) _____ %
◇ Etiquette (05%) _____ %	Craft (05%) _____ %	Knowledge (05%) _____ %	◇ _____ %
◇ Fast Talk (05%) _____ %	◇ _____ %	◇ _____ %	◇ _____ %
Language, Own (INT or EDU x5%) _____ %	◇ Demolition (01%) _____ %	◇ _____ %	◇ Fly (____%) _____ %
◇ _____ %	◇ Fine Manipulation (05%) _____ %	◇ _____ %	◇ Hide (10%) _____ %
Language, Other (00%) _____ %	Heavy Machine (01%) _____ %	Literacy, Own (INT or EDU x5%) _____ %	◇ Jump (25%) _____ %
◇ _____ %	◇ _____ %	◇ _____ %	Pilot (01%) _____ %
◇ _____ %	Repair (15%) _____ %	Literacy, Other (00%) _____ %	◇ _____ %
Perform (05%) _____ %	◇ _____ %	◇ _____ %	◇ _____ %
◇ _____ %	◇ _____ %	◇ _____ %	◇ Projection (DEX x2%) _____ %
◇ Persuade (15%) _____ %	◇ Sleight of Hand (05%) _____ %	◇ Medicine (05%) _____ %	Ride (05%) _____ %
◇ Status (15%) _____ %	PERCEPTION bonus (____%)	◇ Psychotherapy (01%) _____ %	◇ _____ %
◇ Teach (10%) _____ %	◇ Insight (05%) _____ %	Science (01%) _____ %	◇ _____ %
COMBAT bonus (____%)	◇ Listen (25%) _____ %	◇ _____ %	◇ Stealth (10%) _____ %
◇ Brawl (25%) _____ %	◇ Navigate (10%) _____ %	◇ _____ %	◇ Swim (25%) _____ %
◇ Grapple (25%) _____ %	Research (25%) _____ %	◇ _____ %	◇ Throw (25%) _____ %
◇ _____ %	◇ _____ %	◇ Strategy (01%) _____ %	ALLEGIANCES
◇ _____ %	◇ _____ %	Technical Skill (01%) _____ %	◇ The Beyond _____ %
◇ _____ %	◇ Sense (10%) _____ %	◇ _____ %	◇ The Emyrean _____ %
Martial Arts (01%) _____ %	◇ Spot (25%) _____ %	◇ _____ %	◇ The Great Darkness _____ %
◇ _____ %	◇ Track (10%) _____ %	◇ _____ %	◇ The Guardian Force _____ %
◇ _____ %		◇ _____ %	◇ Parandham Nagar _____ %
		◇ _____ %	◇ _____ %

WEAPONS & ARMOUR Damage Bonus: _____

Weapon Type	Damage	Range	Atts	Length	Hand	HP	Parry	Mal	Ammo	SR	Armour Type	Value
Brawl	1d3+db	touch	1	close	1h	n/a	p52	-	N/A	3		
Grapple	special	touch	1	close	2h	n/a	p60	-	N/A	3		
							Y/N					
							Y/N					
							Y/N					
							Y/N					
							Y/N					
							Y/N					

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TRAINING

Hours Available per Week: _____

Skill	Training Method\Notes	Current Skill Level	Hours per Week	Progress to Date	Tutor
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N
_____	_____	_____%	_____	_____	Y/N

DEPENDENT\FAMILIAR\SIGNIFICANT NPC

Name: _____ Race: _____
 Description: _____
 Relationship: _____
 STR: ___ CON: ___ SIZ: ___ INT: ___ POW: ___ DEX: ___ APP: ___ EDU: ___
 Communication bonus: ___% Manipulation bonus: ___% Mental bonus: ___%
 Perception bonus: ___% Physical bonus: ___% Combat bonus: ___%

POWER POINTS: _____

0	1	2	3	4	5
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	

SANITY: _____

HIT POINTS: _____

0	1	2	3	4	5
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	

FATIGUE: _____

WEAPON SKILLS

Weapon Type	Skill	Damage	Range	Attacks	Length	Hand	HP
◇ Brawl (25%)	_____%	1d3+db	touch	1	close	1h	n/a
◇ Grapple (25%)	_____%	special	touch	1	close	2h	n/a
◇ _____	_____%	_____	_____	_____	_____	_____	_____
◇ _____	_____%	_____	_____	_____	_____	_____	_____

Damage Bonus: _____

ARMOUR

Armour Type	Armour Value
_____	_____
_____	_____

Shield Type	Skill	Damage	HP
◇ _____	_____%	_____	_____

POWERS, ABILITIES & SPELLS

- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____
- ◇ _____

NOTABLE SKILLS

- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %
- ◇ _____ %

POSSESSIONS

- Wealth Level: _____
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____

NOTES (including Indefinite Insanities)

