Synnibarr Character Sheet

Name: _____ God Worshipped: _____ Psionic Points: _____
Player Name: _____ Life Points:(_____)_____ ___ EGs: _____ _per level_
Class: _____ Gaming Points:_____ Total Skill Points: _____ _per level_
Level: _____ SMUs: (_____)_____ Used Skill Points: _____ _per level_
                              maximum

Aura: _____ Race: _____ Gender: _____ Age: _____ Hand use: R☐ L☐ A☐
Height: _____ Weight: _____ Tail length: _____ Wing span: _____ Number of arms: _____
React. Adj.: ___/___/___ Phys. App.: _____ Hair: _____ Eyes: _____ Skin: _____
            Ego App. Lvl.
Total Biomass Replaced: _____ Appearance Description: _____

Ability Scores:

	Normal		Temporary Bonus	Nulled		Fluct.
	1st level	Current Lvl.		1st level	Current Lvl.	
Constitution:						
Strength:						
Agility:						
Dexterity:						
Intelligence:						
Wisdom:						
Ego:						

Combat:

	Normal		Temporary Bonus	Nulled		Fluct.
	1st level	Current Lvl.		1st level	Current Lvl.	
Attacks/Turn:						
Attack Segments:	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15					
Adv. Bonus:						
Shot Bonus:						
Intelligence:						
Dodge:						
B.A.D.:						
Block:						
Disarm:						
Throw:						

Surprise:

	Normal		Temporary Bonus	Nulled		Fluct.
	1st level	Current Lvl.		1st level	Current Lvl.	
Surprise Class Adj.:						
Class AA:						
Class A:						
Class B:						
Class C:						

Fate Rolls:

	Normal		Temporary Bonus	Nulled		Fluct.
	1st level	Current Lvl.		1st level	Current Lvl.	
Dis./Psn./Chem:						
Mag/Psi/EP:						
Mut/Chi/Alch.:						
Metabolic Shock:						
Misc. Fate Roll:						
God Roll:						

Movement:

	Normal		Move Rate	Nulled		Move Rate
	1st level	Current Lvl.		1st level	Current Lvl.	
Running Speed:						
Flying Speed:						
Swim Speed:						
Climbing Speed:						
Jumping Dist.:						

Weight & Burden

	Normal		Temporary Bonus	Nulled	
	1st level	Current Lvl.		1st level	Current Lvl.
Weight Limit:					
Payload Hindrance:					
Total Weight Carried:					

Resistances

Resistance	%	Per Lvl.	Resistance	%	Per Lvl.

Immunities

10ths

Body: _____ Armor: _____ Immortal: _____

Money

Currency: _____ Other: _____

Enchanted Items (lssr.): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Wishes: ☐☐☐☐☐☐ Deaths Left: _____ Karma: _____

Equipment

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Weaponry

Weapon	Life Points	Damage	Weight	Size	Range	Drain (EG)	Ammo	Notes

Skills

Balancing and Juggling (%)

Climbing (%)

Combat, Dodging and Blocking (+   %)

Combat, Hand-Held Weapons (+   %)

Combat, Hand-to-Hand (+   %)

Combat, Projectile and Throwing Weapons (+   %)

Computer Operation (%)

Cooking (%)

Detect Traps and Secret Doors (%)

Fishing (%)

Math, Basic (%)

Medical, First Aid (%)

Navigation, Air (%)

Navigation, Land (%)

Navigation, Water (%)

Piloting, Boats (%)

Reading (%)

Running

Sewing (%)

Survival, Wilderness (%)

Swimming, Basic (%)

Weaving (%)

Wood Carving (%)

Writing (%)

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Abilities and Spells

Name:	Lvl.
Time:	Range:	Duration:	Drain:
Power Base:	Damage:
Other:	

Name:	Lvl.
Time:	Range:	Duration:	Drain:
Power Base:	Damage:
Other:	

Name:	Lvl.
Time:	Range:	Duration:	Drain:
Power Base:	Damage:
Other:	

(Grid of 24 ability/spell blocks, each containing the fields: Name, Lvl., Time, Range, Duration, Drain, Power Base, Damage, Other.)