

MYFAROG Character Sheet

Player's Name: _____ Character's Name: _____

Gender: ♀ ♂ Race: _____ Level: _____ XP: _____

Height: _____ " (= ___' ___") Weight: _____ lbs Size: _____ Social Class: _____

Age: _____ years (max: _____) Nationality: _____

Attribute	Value	Modification
Charisma	_____	CHA _____ Cha
Constitution	_____	CON _____ Con
Dexterity	_____	DEX _____ Dex
Intelligence	_____	INT _____ Int
Strength	_____	STR _____ Str
Willpower	_____	WIL _____ Wil

OV & DV Mods		
OV Small Arms	_____	Notes _____
OV Heavy Weapons	_____	Notes _____
OV Mêlée	_____	Notes _____
OV Missile	_____	Notes _____
DV Mêlée	_____	Notes _____
DV Missile/SA/HW	_____	Notes _____

Notes

Untrained, Trained & Character Role Skills											
Skill (Modification)	U	T	CR	Type	Skill (Modification)	U	T	CR	Type		
Acrobatics (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS	Music (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	CS		
Acting (Cha)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS	Navigation (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Animal Handling (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	MS	Perception (Int)	+0	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Climbing (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS	Piloting (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Computers (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Rune Lore (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Crafts (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Science (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Dancing (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	MS	Seamanship (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Dodging (Dex/2)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS	Small Arms (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	CS		
Driving (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Social Skills (Cha)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Foraging (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS	Stamina (6 + Con)	+0	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Fortitude (Wil)	+0	<input type="checkbox"/>	<input type="checkbox"/>	SS	Stealth (Dex)	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS		
Heavy Weapons (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	CS	Swimming (Con)	-5	<input type="checkbox"/>	<input type="checkbox"/>	MS		
Medicine (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Tempo (40 + [5 * Str])	+0	<input type="checkbox"/>	<input type="checkbox"/>	MS		
Mechanics (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Tracking (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Mêlée (Str)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS	Trickery (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS		
Missile (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS	World Lore (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS		

Languages known:

English French German Russian : _____ : _____

Character Role (CR) skills mod (= 1/2 Level): _____

Trained (T) skills mod (= 1/4 Level): _____

Toughness (= R-mod)

Cold: _____

Electricity: _____

Heat: _____

Mental: _____

Physical: _____

Tired -1 mod

Exhausted -2 mod

Exhausted -3 mod

Stamina Points (SP):

(= 6 + Con + Level bonus)

Level bonus: 0 1/4 1/2

Spent SP:

Health Points (HP):

(= CON + Str + Size + Level bonus)

Level bonus: 1

HP lost:

Resistance

Disease: _____ (= Con + racial mod)

Poison: _____ (= Con + Size + racial mod)

1/2 of all HP lost (Seriously Injured)

-1 mod to all skills. Can not dash or sprint

3/4 of all HP lost (Severely injured)

-3 mod to all skills. Can not fly, run or sneak either

Mental Health Points (MHP):

(= WIL * 3)

Mental Health

1/4 or more MHP lost (Stressed)

-1 mod to all Int skills.

1/2 of all MHP lost (Agitated)

-2 mod to all Int skills.

MHP lost:

3/4 of all MHP lost (Deranged)

-3 mod to all Int skills.

All MHP lost (Psychotic)

(Permanent -3 to max MHP)

Has become Psychotic _____ times.

Rads

Anti-Radiation Effects

Talents & Flaws
