

MYFAROG Character Sheet

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

Sex: ♀ ♂ Race: _____ Level: _____ XP: _____

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

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 _____
Dodging (min +1)	_____	Notes _____
MS Penalty	_____	Notes _____

Languages known:	
<input type="checkbox"/> English	<input type="checkbox"/> French
<input type="checkbox"/> German	<input type="checkbox"/> Russian
<input type="checkbox"/> _____	<input type="checkbox"/> _____

Resistance	Stamina Points (SP):
Cold: _____	(= 6 + Con + Level bonus)
Electricity: _____	Level bonus: 0 <input type="checkbox"/> ¼ <input type="checkbox"/> ½ <input type="checkbox"/>
Heat: _____	Spent SP: _____
Mental: _____	
Disease: _____	
Poison: _____	

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			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			MS	Singing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS
Driving (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Small Arms (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	CS
Flute Playing (Int)	-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
Lyre Playing (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Tempo (40 + [5 * Str])	+0			MS
Medicine (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Tracking (Int)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS
Mechanics (Dex)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS	Trickery (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	SS
Mêlée (Str)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS	World Lore (Int)	-5	<input type="checkbox"/>	<input type="checkbox"/>	SS
Missile (Dex)	-2	<input type="checkbox"/>	<input type="checkbox"/>	CS					

Health Points (HP):	Character Role (CR) skills mod (= ½ Level):
(= CON + Str + Size + Level bonus)	_____
Level bonus: 1 <input type="checkbox"/>	Trained (T) skills mod (= ¼ Level): _____
HP lost:	Encumbrance MS
	Light Load (STR * 4 lbs) <input type="checkbox"/> +0 mod
	Medium Load (STR * 8 lbs) <input type="checkbox"/> -1 mod
	Heavy Load (STR * 12 lbs) <input type="checkbox"/> -3 mod
	<input type="checkbox"/> ½ of all HP lost (Seriously Injured) -1 mod to all skills. Can not dash or sprint
	<input type="checkbox"/> ¾ of all HP lost (Severely injured) -3 mod to all skills. Can not fly, run or sneak either

Mental Health Points (MHP):	Mental Health	
(= WIL * 3)	<input type="checkbox"/> ¼ or more MHP lost (Stressed) -1 mod to all Int skills.	<input type="checkbox"/> ½ of all MHP lost (Agitated) -2 mod to all Int skills.
MHP lost:	<input type="checkbox"/> ¾ of all MHP lost (Deranged) -3 mod to all Int skills.	<input type="checkbox"/> All MHP lost (Psychotic) (Permanent -3 to max MHP)
	Has become Psychotic _____ times.	

Rads

Anti-Radiation Effects

Talents & Flaws & Other Notes

Condition
Tired <input type="checkbox"/> -1 mod
Weary <input type="checkbox"/> -2 mod
Exhausted <input type="checkbox"/> -3 mod
Wet <input type="checkbox"/> +0 mod
Soaking Wet <input type="checkbox"/> -1 mod

