

KNIGHTSHADE CHARACTER RECORD SHEET

KSCHS01

PLAYER'S NAME:			CHARACTER'S NAME:		
AGE:	HEIGHT:	WEIGHT:	EYE COLOUR:		
HAIR COLOUR:		COMPLEXION:		PERSONA:	
PROFESSION:			FAITH:		RANK:
TIER 1: PHYSICAL ATTRIBUTES Strength <input style="width: 40px; height: 20px;" type="text"/> Health <input style="width: 40px; height: 20px;" type="text"/> Agility <input style="width: 40px; height: 20px;" type="text"/>		TIER 2: MENTAL ATTRIBUTES Intellect <input style="width: 40px; height: 20px;" type="text"/> Understanding <input style="width: 40px; height: 20px;" type="text"/> Personality <input style="width: 40px; height: 20px;" type="text"/>		TIER 3: PERCEPTION ATTRIBUTES Insight <input style="width: 40px; height: 20px;" type="text"/> Awareness <input style="width: 40px; height: 20px;" type="text"/> Sensitivity <input style="width: 40px; height: 20px;" type="text"/>	

HEALTH POINTS	LOCATION		Armour Points	LOCATION		Armour Points	LOCATION		Armour Points
	01-02	SKULL		13-14	CHIN		67-68	R. HAND	
WOUNDS	03	R. EAR		15-18	NECK		69-70	L. HAND	
	04	L. EAR		19-24	R. SHOULDER		71-76	ABDOMEN	
	05	R. EYE		25-30	L. SHOULDER		77-82	R. UPPER LEG	
	06	L. EYE		31-42*	TORSO/BACK		83-88	L. UPPER LEG	
	07	R. CHEEK		43-48	R. UPPER ARM		89-92	R. LOWER LEG	
	08	L. CHEEK		49-54	L. UPPER ARM		93-96	L. LOWER LEG	
	09	NOSE		55-60	R. LOWER ARM		97-98	R. FOOT	
	10-12	MOUTH		61-66	L. LOWER ARM		99-100	L. FOOT	
	*LOCATION 42 = HEART								

WEAPON	SKILL	DAMAGE	CRITICAL	FUMBLE	WEIGHT	PHYSICAL RESISTANCE <input style="width: 40px; height: 20px;" type="text"/>
						MENTAL RESISTANCE <input style="width: 40px; height: 20px;" type="text"/>
						PERCEPTION RESISTANCE (Also Perception Check) <input style="width: 40px; height: 20px;" type="text"/>
						REACTION <input style="width: 40px; height: 20px;" type="text"/>

TALENT	RANK	ATTRIBUTE	SKILL	EQUIPMENT CARRIED	WEIGHT	QTY
TOTAL						

PERMISSION TO PHOTOCOPY

