

# OpenQuest

Name: .....  
 Player: .....  
 Race: .....  
 Culture: .....  
 Age: .....  
 Gender: Male/Female .....

Character Portrait
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## Characteristics

STR	CON	DEX	SIZ	INT	POW	CHA

## Attributes

Damage Modifier .....  
 Movement Rate .....

Fatigue
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Hit Points Total (.....)
Current
Major Wound Level =

Hero Points
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Magic Points
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## Arms & Armour

Close Combat Weapon	Damage	Size

Ranged Weapon	Damage	Range	Rate

Unarmed Weapon	Damage
Fist	ID3
Kick	ID3

Armour	AP
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## Skills

### Resistances

Dodge (DEX+10) .....  
 Persistence (POW+10) .....  
 Resilience (CON + POW) .....

### Combat

Close Combat (DEX + STR) .....  
 Ranged Combat (DEX + INT) .....  
 Unarmed Combat (DEX + STR) .....

### Knowledge

Culture (Own) (INT+10) .....  
 Language (Own) (INT+50 ) .....  
 Natural Lore (INT+10) .....  
 Culture (                    ) (INT) .....  
 Language (                    ) (INT) .....  
 Lore (Type) INT .....

### Practical

Athletics (DEX+STR) .....  
 Craft (INT+10) .....  
 Deception (DEX+INT) .....  
 Driving (DEX+INT) .....  
 Engineering (INT+10) .....  
 Healing (INT+10) .....  
 Influence (CHA +10) .....  
 Mechanisms (DEX+INT) .....  
 Perception (INT+POW) .....  
 Performance (CHA+10) .....  
 Riding (DEX+POW) .....  
 Sailing (DEX+INT) .....  
 Streetwise (CHA+POW) .....  
 Trade (INT+10) .....  
 Wealth (INT + CHA) .....

