

PLAYER NAME \_\_\_\_\_

# NO-DICE RPG™

Player Actor Record

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

ACTOR NAME

CHARACTER SKETCH

CONCEPT: \_\_\_\_\_ RANK / WG: \_\_\_\_\_  
TYPE: \_\_\_\_\_ TTS: \_\_\_\_\_  
INHERITS: \_\_\_\_\_ BUILD BUDGET: \_\_\_\_\_  
INHERITS: \_\_\_\_\_ ABILITIES BP: \_\_\_\_\_



CONDITION      CONDITION      CONDITION  
CONDITION      CONDITION      CONDITION

MAX # \_\_\_\_\_ ~MIND~

<input type="checkbox"/> R	DMG- _____	CUR-RENT _____	TS 
<input type="checkbox"/> K	DMG- _____	CUR-RENT _____	
<input type="checkbox"/> Q	DMG- _____	CUR-RENT _____	

REASON - REA  
KNOWLEDGE - KNO  
QUICKNESS - QUI

R / ( / ) - M ( / / ) - B ( / / / ) - S ( / / / )

STAT BLOCK

+/-	DISADVANTAGE	+/-	DISADVANTAGE
_____	_____	_____	_____
_____	_____	_____	_____

MAX # \_\_\_\_\_ ~BODY~

<input type="checkbox"/> S	DMG- _____	CUR-RENT _____	TS 
<input type="checkbox"/> F	DMG- _____	CUR-RENT _____	
<input type="checkbox"/> A	DMG- _____	CUR-RENT _____	

STRENGTH - STR  
FITNESS - FIT  
AGILITY - AGI

+/-	INJURIES	+/-	INJURIES
_____	_____	_____	_____
_____	_____	_____	_____

MAX # \_\_\_\_\_ ~SPIRIT~

<input type="checkbox"/> W	DMG- _____	CUR-RENT _____	TS 
<input type="checkbox"/> P	DMG- _____	CUR-RENT _____	
<input type="checkbox"/> I	DMG- _____	CUR-RENT _____	

WILLPOWER - WIL  
PRESENCE - PRE  
INTUITION - INT

WEAPONS (EXTENSION)

WEAPON	DAMAGE	RANGE	COST	CRAFT	DUR	WEIGHT
_____	_____	_____	_____	_____	_____	_____
WEAPON	DAMAGE	RANGE	COST	CRAFT	DUR	WEIGHT
_____	_____	_____	_____	_____	_____	_____
WEAPON	DAMAGE	RANGE	COST	CRAFT	DUR	WEIGHT
_____	_____	_____	_____	_____	_____	_____



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ARMORS: \_\_\_\_\_

MIND:  R  K  I

BODY:  S  F  A

SPIRIT:  W  P  I



MULTI-GLASSED

