Phoenix Gaming System — Character Sheet

Character Name: _____ Player Name: _____
Race: _____ Sex: _____ Status: _____ Personality: _____ Initial Reaction: _____
Age: ____ Height: _____ Weight: _____ Eyes: _____ Hair: _____ Appearance: _____
Specialization: _____ Mutation: _____
Infra-Vision: _____ Night-Vision: _____ Ultra-Vision: _____ Note: _____

Physical:____ (____) | Strength:(____) ____ Agility:(____) ____ Health:(____) ____ | PDC:(____) _____

Attack: _____

Knife: _____	Sword [short]: _____	Blunt [short]: _____	Flail [short]: _____	Bow: _____
HeldBlade: _____	Sword [long]: _____	Blunt [long]: _____	Flail [long]: _____	Bow [cross]: _____
Axe [small]: _____	Sword [2-hand]: _____	Polearm [s]: _____	Throw [small]: _____	Blow Gun: _____
Axe [large]: _____	Sword [combo]: _____	Polearm [p]: _____	Throw [large]: _____	_____ : _____
	Sword [pierce]: _____	Polearm [c]: _____	Sling: _____	_____ : _____

Defense: _____

Dodge: _____	Parry [Blade]: _____	Disarm [Blade]: _____	Counter [Blade]: _____	_____ : _____
Bracers: _____	Parry [Axe]: _____	Disarm [Axe]: _____	Counter [Axe]: _____	_____ : _____
Shield: _____	Parry [Blunt]: _____	Disarm [Blunt]: _____	Counter [Blunt]: _____	_____ : _____
	Parry [Polearm]: _____	Disarm [Pole]: _____	Count. [Polearm]: _____	_____ : _____

Training: _____

_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____

Mental:____ (____) | Awareness:____ Radius:____ Effect:____ | Influence:____

Intellect: _____

_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____

Knowledge: _____

_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____
_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____	_____ ____

Spheres of Influence:____ Earth:____ Air:____ Water:____ Fire:____ Ice:____

Armour

	MB	Blunt / Sharp
Head: _____	____	____ / ____
Shoulders: _____	____	____ / ____
Body: _____	____	____ / ____
U.R Arm: _____	____	____ / ____
L.R Arm: _____	____	____ / ____
U.L Arm: _____	____	____ / ____
L.L Arm: _____	____	____ / ____

Move Base After Penalties: _____

	MB	Blunt / Sharp
Hands: _____	____	____ / ____
Shield: _____	____	____ / ____
Legs: _____	____	____ / ____
Calves: _____	____	____ / ____
Feet: _____	____	____ / ____
Back: _____	____	____ / ____

_____

Units of Thulium:_____ Copper:_____ Silver:_____ Gold:_____ Platinum:_____ Bank: _____

Item	Location	Weight

Weapons

Name	Location	Dam	Range	+ / Inf	Spd

Potions & Healing Items

Ammunition / Projectiles

Skill: Styles / Proficiency

Martial Arts

Block: [_]
Deflect: [_]
Break Fall: [_]
Kick: [_]
Punch: [_]

Back Kick: [_]
Elbow Strike: [_]
Head Butt: [_]
Knee Strike: [_]

Disarming: [_]
Hight Kick: [_]
Judo Throw: [_]
Jump Kick: [_]
Leg Block: [_]
Leg Grapple: [_]
Locks: [_]
Shin Kick: [_]

Counter Strike: [_]
Drop Kick: [_]
Feint: [_]
Hook Kick: [_]
Power Strike: [_]
Spin Kick: [_]
Sweeping Kick: [_]
Winded: [_]

Aggressive Parry: [_]
Ear Clap: [_]
Flying Jump Kick: [_]
Numbing Strike: [_]
Roll With [_]

Blinding Strike: [_]
Fighting While Seated: [_]
Ground [_]
Iron Body: [_]
Iron Hand: [_]
Iron Foot: [_]

Drunken Fighting: [_]
Paralysis Strike: [_]
Sleeping Strike: [_]

Back Strike: [_]
Iron Spirit: [_]
Stance of Stone: [_]
_____ [_]
_____ [_]
_____ [_]

Attributes:

[] Ambidextrous
[] Barbarian
[] Bruiser
[] Cat Fall
[] Clumsy
[] Danger Sense
[] Direction Sense
[] DoubleJointed
[] Fast Draw
[] Fast Meta
[] Fast Pockets
[] Gifted
[] Hawk Eye
[] Hyperactive
[] Large Frame
[] Lethargic
[] Punisher
[] Outdoorsman
[] Single-Handed
[] Small Frame
[] Slow Meta
[] Soft Foot Fall
[] Time Sense
[] WeatherBeaten
[] Weather Sense

Guilds:

Pets:

Name: _____
Sphere:_____ Base: _____
Recovery: _____ Speed: _____
Category: _____ Duration: _____
Strength: _____ %: _____
Targeting: _____
Size: _____
Preferred Effect: _____

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