Tripper Character Sheet

Player:
Name:
Race:

Main Stats:

Strength		Level		Dimensional Sight	
Dexterity		Eyesight		Damage Bonus	
Endurance		Hearing		Actions	
Intelligence		Touch		Hours Sleep	
Mental Strength		Smell		Damage Points	
Charisma		Taste		Mana Points	
		Voice		Stored Mana	

Experience Points:

Total:

Unused:

150 Points adds a skill; 20 points adds 1D6 to an existing skill up to 80; the total number of experience points determines level. The total number of optional skills allowed is IQ+ level.

Skills:

Dodge
History
Sp. Lang.
R/W Lang.
HTH Combat

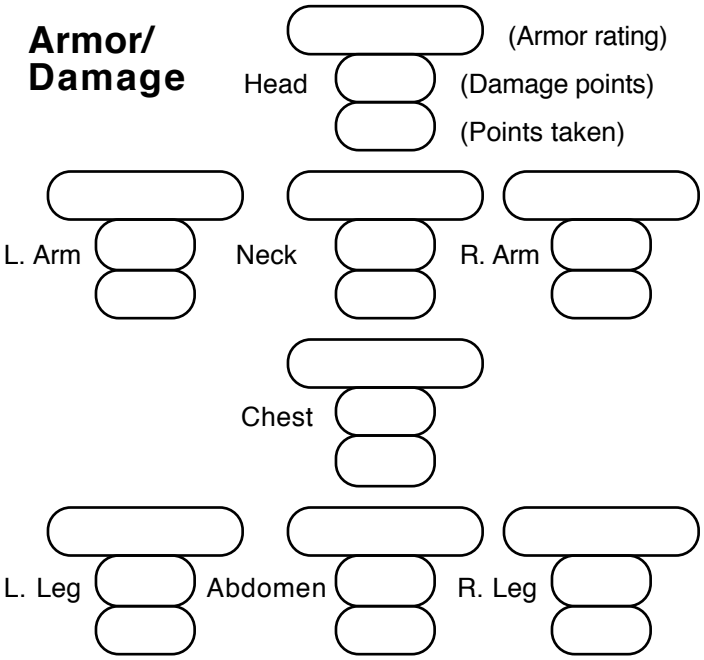
Liquid Assets

Appearance
Height:
Weight:
Hair color:
Eye Color:
General:

Weapons

Type	To Hit	Dam	Wt	Cap	Ranges PB	C	N	L	E	Notes

Armor/ Damage



Spells

Other Equipment

Weight

Weapons

Total

Max. Encumbrance