

# ULTIMUM

CHARACTER NAME		PLAYER NAME	
RACE	SPECIES	CLASS	LEVEL

## VIGOR

**DIE** **LEVEL**

**SKILL GENERAL**

ATHLETICS ○○○○○○○○

DEFENSE

BLOCK ○○○○○○○○

RESILIENCE (In) ○○○○○○○○

**COMBAT**

COMBATIVES ○○○○○○○○

MELEE BALANCED ○○○○○○○○

MELEE WEIGHTED ○○○○○○○○

RANGED BOW ○○○○○○○○

RANGED HEAVY ○○○○○○○○

## INTELLECT

**DIE** **LEVEL**

**SKILL KNOWLEDGE**

BIOLOGY ○○○○○○○○

CARTOGRAPHY ○○○○○○○○

CHEMISTRY ○○○○○○○○

ENGINEERING ○○○○○○○○

GEOLOGY ○○○○○○○○

MECHANICS ○○○○○○○○

MEDICINE ○○○○○○○○

SOCIOLOGY ○○○○○○○○

SURVIVAL ○○○○○○○○

TECHNOLOGY ○○○○○○○○

**EXERTION MAX** # **CURRENT** #

## TIER 1 TALENTS

pg#

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## DEXTERITY

**DIE** **LEVEL**

**SKILL GENERAL**

PILOTING ○○○○○○○○

STEALTH ○○○○○○○○

THIEVERY ○○○○○○○○

DEFENSE

ACROBATICS (In) ○○○○○○○○

DODGE ○○○○○○○○

PARRY ○○○○○○○○

**COMBAT**

RANGED THROW ○○○○○○○○

RANGED LIGHT ○○○○○○○○

RANGED MEDIUM ○○○○○○○○

## SENSES

**DIE** **LEVEL**

**SKILL GENERAL**

LEADERSHIP ○○○○○○○○

PERCEPTION ○○○○○○○○

PERSUASION ○○○○○○○○

PSYCHICS ○○○○○○○○

DEFENSE

DISCIPLINE (In) ○○○○○○○○

**COMBAT**

INITIATIVE ○○○○○○○○

**BASIC** # **SPRINT** #

## TIER 2 TALENTS

pg#

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## COMBAT

**HEALTH** INITIATIVE

TOTAL

DR:

**SHIELD**

TOTAL

DR:

**ARMOR**

TOTAL

DR:

**P.A.D.**

TOTAL

DR:

TOTAL DR (H + A)

**RANGED**

DAM CRIT

SPEED RANGE

RoF RELOAD

SPECIAL

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**RANGED**

DAM CRIT

SPEED RANGE

RoF RELOAD

SPECIAL

## TIER 3 TALENTS

pg#

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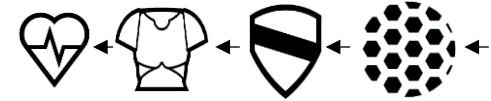
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### DEFENSE MATRIX



**COMBATIVES**

DAM VIGOR BONUS

SPEED CRIT

**MELEE**

DAM VIGOR BONUS

SPEED CRIT

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**MELEE**

DAM VIGOR BONUS

SPEED CRIT

**WOUND MAX** # **CURRENT** #

### CRITICAL EFFECTS

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**BLEED EFFECTS** ○○○○○○○○

# ULTIMUM

CHARACTER NAME		PLAYER NAME		LEVEL
RACE	SPECIES	CLASS		

## EXPERIENCE

CURRENT EXP POINTS	TOTAL EXP POINTS
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## TALENTS - EXPANDED

### TIER 1 TALENTS

pg#

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### TIER 2 TALENTS

pg#

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### TIER 3 TALENTS

pg#

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## CHARACTER

### PORTRAIT

AGE

HEIGHT

WEIGHT

EYES

SKIN/FUR/SCALES

BUILD

### RACIAL TRAITS

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### CLASS TRAITS

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### ARCHETYPE

WHO WERE YOUR PARENTS?

WHERE ARE YOU FROM?

WHAT WAS YOUR HARDSHIP?

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## CHARACTER BACKSTORY

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# INVENTORY [VIGOR LEVEL x 4]

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CHECK THE BOX FOR EACH AVAILABLE SLOT. WRITE THE ITEM IN EACH SLOT THAT IT OCCUPIES.

# PROTECTION

### ARMOR

NAME:

MOD SLOTS:  INV. SLOTS:

ARMOR POINTS:

DAMAGE REDUCTION:

MODS:

ENHANCEMENTS:

### SHIELD

NAME:

MOD SLOTS:  INV. SLOTS:

SHIELD POINTS:

DAMAGE REDUCTION:

MODS:

ENHANCEMENTS:

### P.A.D.

NAME:

P.A.D. POINTS:

MOD SLOTS:  INV. SLOTS:

MODS:

ENHANCEMENTS:

## RANGED WEAPONS

NAME: <input type="text"/>		NAME: <input type="text"/>		NAME: <input type="text"/>	
DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>	DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>	DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>
SPEED: <input type="text"/>	RATE of FIRE: <input type="text"/>	SPEED: <input type="text"/>	RATE of FIRE: <input type="text"/>	SPEED: <input type="text"/>	RATE of FIRE: <input type="text"/>
RANGE: <input type="text"/>	RELOAD: <input type="text"/>	RANGE: <input type="text"/>	RELOAD: <input type="text"/>	RANGE: <input type="text"/>	RELOAD: <input type="text"/>
SLOTS: <input type="text"/>	MOD SLOTS: <input type="text"/>	SLOTS: <input type="text"/>	MOD SLOTS: <input type="text"/>	SLOTS: <input type="text"/>	MOD SLOTS: <input type="text"/>
MODS: <input type="text"/>		MODS: <input type="text"/>		MODS: <input type="text"/>	
ENHANCEMENTS: <input type="text"/>		ENHANCEMENTS: <input type="text"/>		ENHANCEMENTS: SPECIAL: <input type="text"/>	

## MELEE WEAPONS

NAME: <input type="text"/>		NAME: <input type="text"/>		NAME: <input type="text"/>	
TYPE: <input type="text"/>	SLOTS: <input type="text"/>	TYPE: <input type="text"/>	SLOTS: <input type="text"/>	TYPE: <input type="text"/>	SLOTS: <input type="text"/>
DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>	DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>	DAMAGE: <input type="text"/>	CRITICAL: <input type="text"/>
SPEED: <input type="text"/>	RANGE: <input type="text"/>	SPEED: <input type="text"/>	RANGE: <input type="text"/>	SPEED: <input type="text"/>	RANGE: <input type="text"/>
MODS: <input type="text"/>		MODS: <input type="text"/>		MODS: <input type="text"/>	
ENHANCEMENTS: <input type="text"/>		ENHANCEMENTS: <input type="text"/>		ENHANCEMENTS: <input type="text"/>	

## MINERALS

COMMON					
	STEEL		CHROMIUM		GOLD
	SILICON		SILVER		TUNGSTEN
	NICKEL		TITANIUM		IRIDIUM
UNCOMMON		RARE		EPIC	
	CHROMIUM		PALLADIUM		RHODIUM
	NICKEL		TITANIUM		TELLANIUM
					STORAGE SPACE

## RFD



SCANNER Roll: d100

+

GEOLGY LEVEL

TECH TIER Roll: d100

+

ENGINEERING LEVEL

CRAFTING Roll: d100

+

ENGINEERING LEVEL