

Character name

Species

Vocation

Wisdom Level

Gender

Height

Weight

eye

hair

ST

AG

IN

CH

PE

PR

SDC = ST+PE level 1

level

Experience

Will Power = PE+PR/2

Daily sleep = 24 - (PE+5)

To Hit = AGx1

To use psionic or magic = PRx2

To Resist mind attack = WPx3

To dodge and parry = AGx3

To climb / repel / acrobatics = AGx3

To hide / stalk = AGx3

To do or use = INx1

To do or use complex without skill = IN X .5

To learn new skill self taught = INx3

Unencumbered max weight = STx3

Max Weight can carry = STx8

Hand to hand damage = 1D4 + 1 per 5 ST

Thrown Item weight max = STx3

Thrown Item distance in feet by weight

Max STx1 ft

1/2 max STx2 ft

1/4 max STx4 ft

1/8 max STx8 ft

Daily food

Daily water

APOCALYPSE 2500™

Character Record Sheet www.apocalypse2500.com

Number of attacks per melee round

Ranged / Magic

Primitive

Hand to hand

Maximum speed MSF

Movement type Speed mph

distance yards

Sprint

Run

Jog

Standing jump

Height

Running jump

Height

Unassisted climb

Distance

feet per minute

Assisted climb

Distance

feet per minute

Armor

Armor coverage

Armor strength

Armor damage location

Weapon Type

Bonus

Copper

Silver

Gold

Platinum

Other

