

Survival Horror Character Sheet

GENDER M F

CHARACTER NAME _____

AGE _____

WEIGHT _____

PLAYER NAME _____

LEVEL _____

PROFESSION _____

MENTAL DISORDER _____

EXPERIENCE _____

CHARACTER MODIFIER 1 _____

OTHER _____

CHARACTER MODIFIER 2 _____

OTHER _____

CHARACTER MODIFIER 3 _____

OTHER _____

PERSONALITY STATE 1 _____

OTHER _____

PERSONALITY STATE 2 _____

OTHER _____

STATS	BONUS	MENTAL STATES	ACCURACY	HEALTH
STR: _____	_____	CHAOS IMPULSE: _____ (1↔5)	RNG: _____ (DEX-1)	PH: _____ (CON*2) (1 + CON.B)
INT: _____	_____	FEAR IMPULSE: _____ (-3↔5)		
AWR: _____	_____	CURIOSITY I.: _____ (1↔5)	MLE: _____ (DEX)	MH: _____ (MTL + INT/2) (1 + MTL.B)
CON: _____	_____	PARANOIA : _____ (-3↔5)		
DEX: _____	_____	DEPRESSION : _____ (1↔5)	BOW: _____ (DEX/2 + STR/2)	ST: _____ (AGI + CON/2) (AGI.B + CON.B)
AGI: _____	_____	AGITATION : _____ (1↔5)		
MTL: _____	_____	CORE WILLPOWER: _____		(MTL+INT/2+CON/2+DEP)
(AGI + 15) SPD: _____				

Equipment

Clothing/Armor : _____, WT: _____
Special: _____

Headgear : _____, WT: _____
Special: _____

Weapon (Left) : _____, WT: _____
Special: _____

Weapon (Right) : _____, WT: _____
Special: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Quick Access : _____, WT: _____
Special: _____

Quick Access : _____, WT: _____
Special: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Other : _____, WT: _____
Special: _____

Other : _____, WT: _____
Special: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Damage: _____ Size: _____ Type: _____ HD: _____

Background/Description of Character

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Inventory

_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____
_____	WT: _____	_____	WT: _____

Light WT: _____ Med WT: _____ Max WT: _____ (with equipment) Total WT: _____

Cash					
Psionics / Special Abilities (only when supported)		Energy Cost		Energy	
Type Abilities	Variable	LVL	Innate Abilities	Variable	LVL
Ability Experience					