

What's O.L.D. is N.E.W. Character Worksheet

RACE	ORIGIN	CAREER	CAREER	CAREER	CAREER
CAREER	CAREER	CAREER	CAREER	CAREER	CAREER

Attributes (circle highest or lowest for descriptor exploit)				Skills		
STR	II			DEFENSIVE		
AGI	II			RACE		
END	II			RACE		
INT	II			RACE		
LOG	II					
WIL	II					
CHA	II					
LUC	II					
MAG/PSI/CHI	II					

1-2 = 1d6

3-5 = 2d6

6-9 = 3d6

10-14 = 4d6

15-20 = 5d6

21-27 = 6d6

Exploits & Traits	
ATTRIBUTE	ATTRIBUTE EXPLOIT
AIM or FEINT	
UNIVERSAL	

MELEE DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>SIZE</u> + <u>SHIELD</u> - <u>ARMOR</u> +/- <u>MISC</u> = _____ RANGED DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>SIZE</u> + <u>SHIELD</u> - <u>ARMOR</u> +/- <u>MISC</u> = _____ MENTAL DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>MISC</u> = _____	1d6 = 4 2d6 = 7 3d6 = 11 4d6 = 14 5d6 = 18 6d6 = 21 7d6 = 25 8d6 = 28 9d6 = 32 10d6 = 35	Tiny +8 Small +4 Medium +0 Large -4 Enormous -8 Gigantic -16 Colossal -32
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SPEED <u>STR</u> + <u>AGI</u> + <u>SIZE</u> + <u>SKILL</u> + <u>MISC</u> = _____ CLIMB <u>STR</u> + <u>AGI</u> + <u>SIZE</u> + <u>SKILL</u> + <u>MISC</u> = _____ /2 = _____ HORIZONTAL JUMP <u>2 x AGI</u> VERTICAL JUMP <u>STR</u> CARRY <u>STR</u> + <u>END</u> x2 = _____
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HEALTH <u>END</u> + <u>WIL</u> x2 = _____
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