# 7DSystem Profile Sheet

Player's Name: | Game:

Character's Name: | Species: | Archetype: | Occupation:

| Ability | 1 | 2 | Forté | 3 | 4 | Expertise | 5 | 6 |
|---|---|---|---|---|---|---|---|---|

**Physical (PH)** — XP by success on d2 d4 — Physical Bonus:
Additional Physical Abilities

**Mental (MN)** — XP by success on d2 d4 — Mental Bonus:
Magic Affinities / Immunities

**Social (SL)** — XP by success on d2 d4 — Social Bonus:
Base Languages

**Creative (CR)** — XP by success on d2 d4 — Creative Bonus:
Material Affinities

**Senses (SN)** — XP by success on d2 d4 — Senses Bonus:
Enhanced Senses

**Education (ED)** — XP by success on d2 d4 — Education Bonus:
Intrinsic Knowledge

**Constitution (CN)** — XP by success on d2 d4 — Constitution Bonus:
Natural Resistances / Immunites

**Emotion (EM)** — XP by success on d2 d4 — Emotion Bonus:
Hatreds / Favoured Enemies

XP by success on d6 d8 d10 d12

## Traits

Drive | Strategy
Goal | Talent
Fear | Weakness

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Story Value | | | | | | | | | | |
| Economic Value | | | | | | | | | | |
| Notoriety / Fame | | | | | | | | | | |
| Piety | | | | | | | | | | |
| Components | | | | | | | | | | |
| Symbols / Code | | | | | | | | | | |
| Metals / Materials | | | | | | | | | | |
| Herbs / Chemistry | | | | | | | | | | |
| Energy / Psychic | | | | | | | | | | |
| | d2 | d4 | d6 | d8 | d10 | d12 | d20 | | | |

Story Value Tokens

Size | Max CV
Initiative | Current CV

Injuries | Fatigue

Disabilities

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| Head | Torso | Arm | Leg |
| 5 | 6 | 7 | 8 |
| Arm | Leg | Tail | Wings |

Base PV | Water Source | Ration | Light Source

Objects in Hands | QV | CV
Off Hand:

| Weapon Proficiency | Type | 1 | 2 | 3 | 4 | 5 | 6 | B | Effect / Notes |
|---|---|---|---|---|---|---|---|---|---|
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| | P S B R | | | | | | | | |
| Improvised Weapon | P S B R | | | | | | | | |
| Unarmed / Martial | P S B R | | | | | | | | Defence ● Ensnare ● Disarm ● Stun ● Trip ● |

XP by success on d2 d4 d6 d8 d10 d12

| Armour / Protection | PV | Effect / Notes |
|---|---|---|
| | | |
| | | |
| | | |

| Ammunition | CV | AV | Effect / Notes |
|---|---|---|---|
| | | | |
| | | | |

| Equipment | Qty | CV | QV | Effect / Notes |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Specialty
XP by success on d20 —— d20

7DSystem
Version 0.96