

KOOKS 2d10 RPG – Basic Character Sheet

Name:	Race:	Class:	Level:	Total AP:
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COMPETENCY	STAT	BONUS
Brawn – BRAWN		
Brawn Stat Damage		
Agility – AGL		
Agility Stat Damage		
Brain – BRAIN		
Brain Stat Damage		

SKILLS	Level + Class or Race Bonus
Craftiness	
Communicating	
Knowledge	
Physical	
Survival	

ARMOUR:

Armour:	
Shield:	

WEAPONS:

Description	Range	Damage

FOR MAGIC USERS:

Magic Attack Bonus BRAIN Bonus + Level	
Difficulty Target (DT) for Spells 10 + Caster Level + BRAIN Bonus	

Defense Modifier – DM 10 + AGL Bonus + Armor Modifier	
Health Points – HP Brawn Stat + 1d6	
HP Damage	
Spell Cost:	
Melee Attack Bonus BRAWN Bonus+ Level + Fighter Bonus (Fighters & Rascals can use AGL + Level w/Light Weapons)	
Missile Attack Bonus AGL Bonus + Level + Fighter Bonus	

OTHER GEAR:

COINS	PP	GP	SP	CP
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SIGNATURE SPELL cost -1 HP to use