**STRESS** 

## QUANTUM REALMS: A DIMENSIONAL JOURNEY THROUGH TIME AND SPACE CHARACTER

NAME	SPECIES	SKILLS		SKILLS	
HEIGHT	SKIN COLOR	PRIMARY	%	PRIMARY	%
WEIGHT	HAIR COLOR	SPECIAL	%	SPECIAL	%
AGE	EYE COLOR	SPECIAL	%	SPECIAL	%
ATTRIBUTES	CHARACTER IMAGE (RATIO 9:16)	SPECIAL	%	SPECIAL	%
str d int d	I	SPECIAL	%	SPECIAL	%
AGI d CNG d	İ	PRIMARY	%	PRIMARY	%
FOR d INS d	İ	SPECIAL	%	SPECIAL	%
BACKGROUND	i	SPECIAL	%	SPECIAL	%
M.P. ATTACKS/ROUND		SPECIAL	%	SPECIAL	%
L.P. ATTACK		SPECIAL	%	SPECIAL	%
S.P. DEFENSE		PRIMARY	%	PRIMARY	%
RELIGION/MORAL CODE/PERSONA		SPECIAL	%	SPECIAL	%
	1	SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
PERKS		PRIMARY	%	PRIMARY	%
	1	SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		PRIMARY	%	PRIMARY	%
	SPECIES PERKS	SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
FLAWS		SPECIAL	%	SPECIAL	%
		PRIMARY	%	PRIMARY	%
	SPECIES FLAWS	SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%
		SPECIAL	%	SPECIAL	%

**STRESS** 

## QUANTUM REALMS: A DIMENSIONAL JOURNEY THROUGH TIME AND SPACE

## **COMBAT**

NAME		EXPE
WEAPON		EXPE
RANGE	ATTACK	L.P.
DAMAGE	CRIT	S.P.
DAMAGE TYPE		
AMMUNITION		
WEAPON		WIN
RANGE	ATTACK	(RIGHT)
DAMAGE	CRIT	
DAMAGE TYPE		
AMMUNITION		AF (RIG
WEAPON		
RANGE	ATTACK	
DAMAGE	CRIT	
DAMAGE TYPE		
AMMUNITION		
WEAPON		
RANGE	ATTACK	
DAMAGE	CRIT	
DAMAGE TYPE		
AMMUNITION		
WEAPON		
RANGE	ATTACK	
DAMAGE	CRIT	TYPE
DAMAGE TYPE		S.P.
AMMUNITION		CATE
WEAPON		SLASI
RANGE	ATTACK	PIERC
DAMAGE	CRIT	BLUD
DAMAGE TYPE		MAGIC
AMMUNITION		SPECI
		J. 201

M REALMS: A DIMEN			
EXPERIENCE AC	CCUMULATED		
EXPERIENCE RE	MAINING		
L.P.	CURRENT L.P.		
S.P.	CURRENT S.P.		
WING (RIGHT)  ARM (RIGHT)  LEG (RIGHT)	TORSO  ARM (LEFT)  LEG (LEFT)		

	AR	MOR	
TYPE			
S.P.	HEAD	TORSO	ARMS/LEGS
CATEGORY	HEAD	TORSO	ARMS/LEGS
SLASH	HEAD	TORSO	ARMS/LEGS
PIERCE	HEAD	TORSO	ARMS/LEGS
BLUDGEON	IHEAD	TORSO	ARMS/LEGS
MAGIC	HEAD	TORSO	ARMS/LEGS
SPECIAL			

INTIMIDATE (STR+FOR+CNG)
Add Your Base to INTIMIDATE or Counter
+ roll STR to Bolster
+ roll CNG to Scowl
+ roll FOR to Bow Up
+ roll CNG to Trash Talk
+ roll FOR to Mock
+ roll STR to Flex
+ roll FOR to Threaten
+ roll STR to Intimidate SOME OTHER WAY
GEAR



PERSUADE (INT+INS+CNG)
Add Your Base to PERSUADE or Counter
+ roll INS to Bluff
+ roll CNG to Seduce
+ roll INS to Manipulate
+ roll INT to Mediate
+ roll INS to Fast Talk
+ roll CNG to Charm
+ roll INT to Negotiate
+ roll INT to Persuade SOME OTHER WAY
GEAR

		VEHICLES	;	
YEAR	MAKE		MODEL	
ARMOR				
SPEED			S.P.	
NOTES				
YEAR	MAKE		MODEL	
ARMOR				
SPEED			S.P.	
NOTES				

	MOUNTS	
SPECIES		
S.P.	L.P.	
SPEED	ATTACKS	
NOTES		
SPECIES		
S.P.	L.P.	
SPEED	ATTACKS	
NOTES		

PLAYER

NAME

**STRESS** 

# QUANTUM REALMS: A DIMENSIONAL JOURNEY THROUGH TIME AND SPACE MAGIC ELEMENT

SPELLS	SPELLS	SPELLS	MAGIC ITEMS
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
COST	соѕт	соѕт	DAMAGE
NOTES	NOTES	NOTES	SPECIAL
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
COST	соѕт	соѕт	DAMAGE
NOTES	NOTES	NOTES	SPECIAL
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
COST	соѕт	соѕт	DAMAGE
NOTES	NOTES	NOTES	SPECIAL
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
COST	COST	COST	DAMAGE
NOTES	NOTES	NOTES	SPECIAL
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
соѕт	COST	COST	DAMAGE
NOTES	NOTES	NOTES	SPECIAL
NAME	NAME	NAME	NAME
EFFECT	EFFECT	EFFECT	EFFECT
DAMAGE	DAMAGE	DAMAGE	
COST	соѕт	COST	DAMAGE
NOTES	NOTES	NOTES	SPECIAL