

PLAYER _____

STRESS _____

QUANTUM REALMS: A DIMENSIONAL JOURNEY THROUGH TIME AND SPACE

CHARACTER

NAME _____

HEIGHT _____

WEIGHT _____

AGE _____

SPECIES _____

SKIN COLOR _____

HAIR COLOR _____

EYE COLOR _____

ATTRIBUTES

STR d **INT** d

AGI d **CNG** d

FOR d **INS** d

CHARACTER IMAGE (RATIO 9:16)

BACKGROUND

M.P. **ATTACKS/ROUND**

L.P. **ATTACK**

S.P. **DEFENSE**

RELIGION/MORAL CODE/PERSONA

PERKS

FLAWS

SPECIES PERKS

SPECIES FLAWS

SKILLS

PRIMARY _____ %

SPECIAL _____ %

SPECIAL _____ %

SPECIAL _____ %

SPECIAL _____ %

PRIMARY _____ %

SPECIAL _____ %

SPECIAL _____ %

SPECIAL _____ %

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SKILLS

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SPECIAL _____ %

PRIMARY _____ %

SPECIAL _____ %

SPECIAL _____ %

SPECIAL _____ %

Primary Skill % = Attribute Die + 20% + Species Bonus (if any) | **Specializations** = Primary Skill % + 15%
 Any Skill may be attempted Untrained at a percentage equal to the Skill's Key Attribute Die + 5%; Example: Attempting Athletics, whether Primary or Specialization, your Untrained Percentile is your STR Die + 5%
Skill Advancement: Spend 75XP, Roll Key Attribute, add result to current Percentage (No less than half); Example: If INT is d10, roll, result 5-10 acceptable, 1-4 not acceptable

