CENTENNIA
ROLEPLAYING GAME

10GINE SYSTEM

CHARACTER NAME _____

PLAYER NAME _____

Wealth _____ | _____
» Assets _____
» Connections _____
» Livelihood _____

AGE _____ GENDER _____ SIZE _____ STEP _____ BP TOTAL _____ BP AVAILABLE _____ EXPERIENCE _____ MORALE _____

( ) ARMOR

LIFE ☐

( ) WARD

LUCK ☐

WEALTH ☐

BODY
CAP ☐

☐ Brawn | ○ GRIT | ☐ Strength
GOOD | POOR — GOOD | POOR

DEXTERITY
CAP ☐

☐ Agility | ○ DEFENSE | ☐ Finesse
GOOD | POOR — GOOD | POOR

MIND
CAP ☐

☐ Intellect | ○ INSTINCT | ☐ Wits
GOOD | POOR — GOOD | POOR

PRESENCE
CAP ☐

☐ Charisma | ○ EGO | ☐ Resolve
GOOD | POOR — GOOD | POOR

BODY

Air Sports ☐
» Ballooning ☐
» Gliding ☐
» Parachuting ☐

Archery ☐
» Bows ☐
» Bowyer ☐
» Crossbows ☐

Endurance ☐
» Healing ☐
» Resilience ☐
» Stamina ☐

Gunnery ☐
» Artillerist ☐
» Artillery ☐
» Heavy Weapon ☐

Ground Sports ☐
» Athletics ☐
» Climbing ☐
» Running ☐

Melee ☐
» One-Handed ☐
» Two-Handed ☐
» Weaponsmith ☐

Water Sports ☐
» Boating ☐
» Surfing ☐
» Swimming ☐

Unarmed ☐
» Grappling ☐
» Lower Body ☐
» Upper Body ☐

DEXTERITY

Acrobatics ☐
» Contortion ☐
» Gymnastics ☐
» Jumping ☐

Craft ☐
» _____ ☐
» _____ ☐
» _____ ☐

Intrusion ☐
» Locksport ☐
» Skullduggery ☐
» Systems ☐

Drive ☐
» Ground Craft ☐
» Heavy Craft ☐
» Watercraft ☐

Legerdemain ☐
» Cardistry ☐
» Juggling ☐
» Palming ☐

Firearms ☐
» Gunsmith ☐
» Handguns ☐
» Long guns ☐

Stealth ☐
» Camouflage ☐
» Shadowing ☐
» Sneaking ☐

Pilot ☐
» Aircraft ☐
» Spacecraft ☐
» Unmanned ☐

MIND

Academics ☐
» _____ ☐
» _____ ☐
» _____ ☐

Explosives ☐
» Defusing ☐
» Demolitions ☐
» Sapper ☐

Computers ☐
» Imagery ☐
» Security ☐
» Software ☐

Medicine ☐
» Alternative ☐
» Clinical ☐
» Veterinary ☐

Electronics ☐
» Comms ☐
» Devices ☐
» Robotics ☐

Nature ☐
» Bushcraft ☐
» Foodstuffs ☐
» Subterranean ☐

Engineering ☐
» Aerospace ☐
» Mechanical ☐
» Nautical ☐

Streetwise ☐
» Forgery ☐
» Investigation ☐
» Underworld ☐

PRESENCE

Allure ☐
» Diplomacy ☐
» Gather Info ☐
» Vocalize ☐

Animal Kinship ☐
» Behavior ☐
» Husbandry ☐
» Training ☐

Deception ☐
» Acting ☐
» Bluff ☐
» Persuasion ☐

Awareness ☐
» Calm ☐
» Cognition ☐
» Perception ☐

Music ☐
» Percussion ☐
» String ☐
» Wind ☐

Coercion ☐
» Blackmail ☐
» Interrogation ☐
» Intimidation ☐

Negotiation ☐
» Bargaining ☐
» Bribery ☐
» Litigation ☐

Empathy ☐
» Emotions ☐
» Kinesics ☐
» Motives ☐

APTITUDE : _____

FAVORITES : _____

INTERESTS : _____

SENSES : _____

Weapon	C	S	M	L	E	Mode	Damage	Fail	Attack	Ammo	Hide	Mass	Wield

ASSETS

LIVELIHOOD

CONNECTIONS

PID   Item Score: Fail Chance:

CONSUMABLES

EQUIPMENT

Personal Description

Backstory

Languages