NAME _____

Race/Type _____
Sex/Age _____
Hometown _____

STR _____ _____
SIZ _____ _____
CON _____ _____
DEX _____ _____
INT _____ _____
MPT _____ _____
APP _____ _____
LUK _____ _____

MENTAL SKILLS S F

Hearing (25) ❑ ❑
Identify Alien (15) ❑ ❑
Identify Vinyan (25) ❑ ❑
Interracial Relations
Vinyan Common (25) ❑ ❑
❑ ❑
❑ ❑
❑ ❑
Know Alien Legends (15) ❑ ❑
Know Vinyan Legends (20) ❑ ❑
Oration (15) ❑ ❑
Read/Write (10) ❑ ❑
Smell/Taste (25) ❑ ❑
Touch (25) ❑ ❑
Vision (25) ❑ ❑

KNOWN SPELLS ❑ Type/Cost ❑

A) _____
B) _____
C) _____
D) _____
E) _____
F) _____
G) _____
H) _____

PHYSICAL SKILLS

Bash (15) ❑ ❑
Climbing (30) ❑ ❑
Dodge (30-SIZ) ❑ ❑
Grapple (15) ❑ ❑
Jumping (35) ❑ ❑
Hide (30-SIZ) ❑ ❑
Manipulate Mechanism (20) ❑ ❑
Quiet Movement (30-SIZ) ❑ ❑
Riding (25) ❑ ❑
Swimming (25) ❑ ❑
Trip (15) ❑ ❑

MISCELLANEOUS ABILITIES

Att Cat Modifier _____
Balance _____
Combat Bonus Damage _____
Fame Rating _____
Ingenious Idea _____
Perception _____
Poison Resistance(PR) and Drinking Capacity _____
Strength Capacity _____
Surprise Reaction _____
Tote Capacity _____
Weapon Ability _____

Permission to photocopy.

GATEWAR
BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA

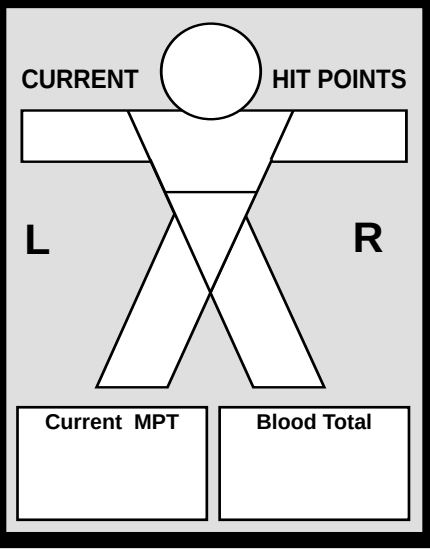
Another fine product from Escape Ventures, Inc.

CHARACTER PROFILE 5.1

WEAPONS SKILLS

Weapon (BC)	Attack	Critical	Special	Fumble	Damage	Parry	DA	L/R/2H	Att Cat	WA
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____
_____	❑ ____ ❑	____	____	____	_____	❑ ____ ❑	_____	____	____	____

Missile Weapon _____ Range Short _____ Medium _____ Long _____



HIT LOCATIONS

(1d100)	Location	DA	HP	WT
91-00	Head	(_____)	_____	_____
71-90	Chest	(_____)	_____	_____
55-70	Abdomen	(_____)	_____	_____
43-54	Right Arm	(_____)	_____	_____
31-42	Left Arm	(_____)	_____	_____
16-30	Right Leg	(_____)	_____	_____
01-15	Left Leg	(_____)	_____	_____

Blood Total ⇨ _____ Pass out Die

SPECIAL WEAPON ABILITIES

	Attack	Parry
01-19	Normal	Normal
20-39	Pulled Blows/ Cover	Fast Draw/ Postpone Parry
40-59	Attacking with Two Weapons Simultaneously	Parry with Two Weapons Simultaneously
60-79	**Disarm**	**Pin**
80-99	**Aimed Blows**	**Glancing/MissileParry**
00+	**Split Attacks**	**Split Parries**

01-59 at normal % • 60-00+ at 1/2 % • All suffer 1/2 penalty per level defficient

WEALTH

_____
_____
_____

Total Credits ⇨ _____

EQUIPMENT LIST RP WT

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Total Weight Carried ⇨ _____

CHARACTER ENHANCEMENT

Bravery _____ _____
Handedness _____ _____
Interests _____
_____
Materialism _____ _____
Mental Quirks _____
_____
_____
Morality _____ _____

PROFESSIONAL SKILLS BC WAGE

_____ ❑ _____ ❑ _____
_____ ❑ _____ ❑ _____
_____ ❑ _____ ❑ _____
_____ ❑ _____ ❑ _____

Quiet Movement Adjustment _____

Melee Movement Round [Action 1, Action 2]
Unencumbered ____" [____", ____"]
Encumbered ____" [____", ____"]

Daily Travel Rate: = _____ miles/day

Combat Factor (CF) _____

(Mark off rounds) **SPELL DURATION AND FATIGUE COUNTDOWN** (Mark letter of Spell or Fatigue on round it expires)

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑	❑

Permission to photocopy.

GATEWAR
BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA

Another fine product from Escape Ventures, Inc.

CHARACTER PROFILE 5.1

NAME _____

Race/Type _____
Sex/Age _____
Hometown _____

STR ____ ____ _____
SIZ ____ ____ _____
CON ____ ____ _____
DEX ____ ____ _____
INT ____ ____ _____
MPT ____ ____ _____
APP ____ ____ _____
LUK ____ ____ _____

MENTAL SKILLS

	S	F
Hearing (25)	☐ ____	☐
Identify Alien (15)	☐ ____	☐
Identify Vinyan (25)	☐ ____	☐
Interracial Relations Vinyan Common (25)	☐ ____	☐
	☐ ____	☐
	☐ ____	☐
	☐ ____	☐
Know Alien Legends (15)	☐ ____	☐
Know Vinyan Legends (20)	☐ ____	☐
Oration (15)	☐ ____	☐
Read/Write (10)	☐ ____	☐
Smell/Taste (25)	☐ ____	☐
Touch (25)	☐ ____	☐
Vision (25)	☐ ____	☐

KNOWN SPELLS

☐ Type/Cost ☐

A) _____
B) _____
C) _____
D) _____
E) _____
F) _____
G) _____
H) _____

PHYSICAL SKILLS

Bash (15)	☐ ____	☐
Climbing (30)	☐ ____	☐
Dodge (30-SIZ)	☐ ____	☐
Grapple (15)	☐ ____	☐
Jumping (35)	☐ ____	☐
Hide (30-SIZ)	☐ ____	☐
Manipulate Mechanism (20)	☐ ____	☐
Quiet Movement (30-SIZ)	☐ ____	☐
Riding (25)	☐ ____	☐
Swimming (25)	☐ ____	☐
Trip (15)	☐ ____	☐

WEAPONS SKILLS

Weapon (BC)	Attack	Critical	Special	Fumble	Damage	Parry	DA	L/R/2H	Att Cat	WA
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____
_____	☐ ____	☐ ____	____	____	_____	☐ ____ ☐	_____	____	____	____

Missile Weapon _____ Range Short _____ Medium _____ Long _____

MISCELLANEOUS ABILITIES

Att Cat Modifier _____
Balance _____
Combat Bonus Damage _____
Fame Rating _____
Ingenious Idea _____
Perception _____
Poison Resistance(PR) and Drinking Capacity _____
Strength Capacity _____
Surprise Reaction _____
Tote Capacity _____
Weapon Ability _____

CHARACTER ENHANCEMENT

Bravery _____ _____
Handedness _____ _____
Interests _____
_____
Materialism _____ _____
Mental Quirks _____
_____
_____
Morality _____ _____

PROFESSIONAL SKILLS

	BC	WAGE
_____	☐ ____ ☐	_____
_____	☐ ____ ☐	_____
_____	☐ ____ ☐	_____
_____	☐ ____ ☐	_____

WEALTH

_____
_____
_____

Total Credits ⇨ _____

EQUIPMENT LIST

	RP	WT
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

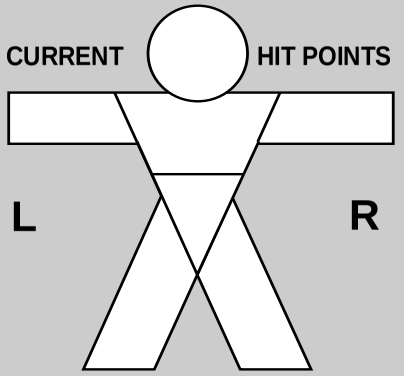
Total Weight Carried ⇨ _____

Quiet Movement Adjustment _____

Melee Movement — Round — [Action 1, Action 2]
Unencumbered ____" [____", ____"]
Encumbered ____" [____", ____"]

Daily Travel Rate: = _____ miles/day

Combat Factor (CF) _____



Current MPT

Blood Total

HIT LOCATIONS

(1d100)	Location	DA	HP	WT
91-00	Head	(____)	_____	____
71-90	Chest	(____)	_____	____
55-70	Abdomen	(____)	_____	____
43-54	Right Arm	(____)	_____	____
31-42	Left Arm	(____)	_____	____
16-30	Right Leg	(____)	_____	____
01-15	Left Leg	(____)	_____	____

Blood Total ⇨ _____ ☐ Pass out ☐ Die

SPECIAL WEAPON ABILITIES

	Attack	Parry
01-19	Normal	Normal
20-39	Pulled Blows/ Cover	Fast Draw/ Postpone Parry
40-59	Attacking with Two Weapons Simultaneously	Parry with Two Weapons Simultaneously
60-79	**Disarm**	**Pin**
80-99	**Aimed Blows**	**Glancing/Missile Parry**
00+	**Split Attacks**	**Split Parries**

01- 59 at normal % • 60 - 00+ at 1/2 %
All suffer 1/2 penalty per level deficient

SPELL DURATION AND FATIGUE COUNTDOWN

Mark off rounds (Mark letter of Spell or Fatigue on round it expires)

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐