Character Name _____
Player Name _____
GM _____

MILLENNIUM'S END

Modern Roleplaying in the Technothriller Genre

Sex _____ Ht. _____ Wt. _____ Age _____
Birthdate _____ Race _____
Nationality _____
Eye color _____ Hair color _____
Skin color _____ Handed _____
Identifying marks _____

Education _____

Additional notes _____

INTELLIGENCE	
SENSIBILITY	
AGILITY	
COORDINATION	
CONSTITUTION	
STRENGTH	
PERSONALITY	
APPEARANCE	
BRAVADO	
WILLPOWER	

Perception	____
Base Speed	____
Recovery	____
Endurance	____
Dam. Rating	____
Mass Factor	____

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Skills

Roll Skill level uses

Academic Skills

- **Anthropology**
- **Business**
- **Geography**
- **Geology**
  - Paleontology
- **History**
- **Journalism**
  - Research
- _____ **Lang.**
- _____ **Lang.**
- **Law**
- **Literature**
- **Philosophy**

Creative Skills

- **Acting**
  - Con
- **Art**
- **Dance**
- **Make-up**
  - Disguise
  - Theatrical
- **Music**
- **Photography**
  - Still
  - Film

Dom./Tech. Skills

- **Carpentry**
- **Electrics**
  - Electronics
  - Wiring
- **Gen. Mech.**
- **Metalworking**
  - Milling
- **Mini. Mech.**
  - Gunsmithing
  - Locksmithing

Medical Skills

- **Dentistry**
- **Medicine**
  - Em. Medicine
- **Pharmacy**
- **Surgery**

Natural Skills

- **Farming**
- **Fishing**
- **Foraging**
- **Hiding**
- **Meteorology**
- **Navigation**
- **Perception**
- **Survival**
- **Tracking**

Physical Skills

- **Armed H-to-H**
  - Block/Parry
  - Swing
  - Thrust
- **Athletics**
  - Bodybuilding
  - Gymnastics
- **Climb**
  - Mountaineering
- **Jump**
- **Kata**
- **Run**
- **Swim**
  - Scuba
- **Unarmed H-to-H**
  - Kick
  - Punch

Reflexive Skills

- **Aim**
  - Autofire
  - Longarm
  - Smallarm
- **Drive**
  - Automobile
- **Parachute**
- **Pilot**
  - S.E. Prop.
- **Ride**
- **Ski**

Scientific Skills

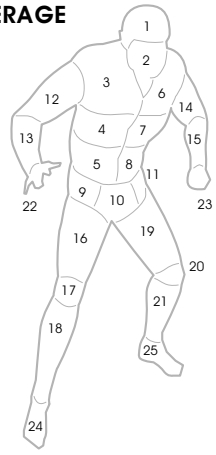
- **Biology**
- **Computer Ops**
  - Civil Systems
  - Networks
  - Programming
  - Security
- **Engineering**
- **Math**
- **Military Sci.**
  - Hardware
  - Strategy
  - Tactics
- **Police Sci.**
  - Forensics

Social Skills

- **Animal Trning**
- **Diplomacy**
  - Lying
  - Prying
  - Coercion
- **Gambling**
- **Hypnosis**
- **Psychology**
  - Deviant
  - Psychoanalysis

ARMOR COVERAGE

	AV / CN		AV / CN
1.	___ / ___	21.	___ / ___
2.	___ / ___	22.	___ / ___
3.	___ / ___	23.	___ / ___
4.	___ / ___	24.	___ / ___
5.	___ / ___	25.	___ / ___
6.	___ / ___		
7.	___ / ___		
8.	___ / ___		
9.	___ / ___		
10.	___ / ___		
11.	___ / ___		
12.	___ / ___		
13.	___ / ___		
14.	___ / ___		
15.	___ / ___		
16.	___ / ___		
17.	___ / ___		
18.	___ / ___		
19.	___ / ___		
20.	___ / ___		



Total Armor Speed Penalty

Total Impairment

	Mental	Lead. Arm	Foll. Arm	Legs
1, 2 (imp x ½)				
3, 6 (x ½), 4, 5, 7, 8				
9-11, 16-21, 24, 25				
12, 13, 22				
14, 15, 23				
Total Impairment				

Weapons

Weapon	Speed	Skill	Inherent acc.	Roll	Attacks/ turn	Eff. range	Hands req.	DF/ DD	Damage type
Punch			0		1	—	1		Impact

Body

Body Zone		Damage type	TL	Imp.
1.	head			
2.	neck			
3.	shoulder			
4.	torso			
5.	vitals			
6.	shoulder			
7.	torso			
8.	vitals			
9.	hip			
10.	groin			
11.	hip			
12.	upper arm			
13.	forearm			
14.	upper arm			
15.	forearm			
16.	thigh			
17.	knee			
18.	calf			
19.	thigh			
20.	knee			
21.	calf			
22.	hand			
23.	hand			
24.	foot			
25.	foot			

Update impairment box on other side ↩

Possessions

Item	Carried?	Location	Notes
	❑		

Currency/Credit source	Amount carried	Amount avail.

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Vehicles

Vehicle type	Skill	Acceleration Thr. / Lim.	Braking Thr. / Lim.	Cornering Thr. / Lim.	Top speed	Range	Notes
		/	/	/			
		/	/	/			
		/	/	/			
		/	/	/			