

Tibet the Role Playing Game

CONCEPT

Name _____ Age _____ Character Class _____
 Player Name _____ Gender _____ Home Area _____

KMA Emanation _____

Attachments

Appearance

Advantages

Disads

ATTRIBUTES

Base Current Plusses/Minuses

AGY	_____	_____	_____
AWR	_____	_____	_____
CHM	_____	_____	_____
END	_____	_____	_____
INL	_____	_____	_____
KMA	_____	_____	_____
SPD	_____	_____	_____
STH	_____	_____	_____
WIL	_____	_____	_____
Health Attributes			
BLD	_____	_____	_____
BDY	_____	_____	_____
INCY	_____	_____	_____

SKILLS

Skill Attribute Type Levels AV

_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____
_____	_____	_____	000000	_____

EQUIPMENT

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

ADVANCEMENT

Skill Costs: Combat _____ Crafts _____ Divination _____ Exorcism _____ Folk Knowledge _____ Medicine _____
 Scholarship _____ Sorcery _____ Tantra _____ Travel _____ Weathermaking _____ Western Knowledge _____
 Special Skill Costs _____
 Unspent XP _____ Total Earned XP _____ Levels/Disciplines _____