

ES UN/UNA _____
 NOMBRE _____ DESCRIPCIÓN _____
 QUE _____
 GÉNERO (SABOR) _____ CENTRO _____

RANGO **ESFUERZO** **PUNTOS DE EXPERIENCIA** XP

AVANCE DEL PERSONAJE

+4 RESERVA +1 VENTAJA +1 ESFUERZO HABILIDAD OTRO

STATS

PODRÍA		VELOCIDAD		INTELECTO			
RESERVA	VENTAJA	RESERVA	VENTAJA	RESERVA	VENTAJA		
DEFENSA		DEFENSA		DEFENSA		DEFENSA	
I	B	C	E	I	B	C	E
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

I = INCOMPETENTE B = BÁSICO C = COMPETENTE E = EXPERTO

TIRADAS DE RECUPERACIÓN 1d6 +

CURSOS DE DAÑO

<input type="checkbox"/> 1 ACCIÓN	<input type="checkbox"/>	<input type="radio"/> ILESO
<input type="checkbox"/> 10 MINUTOS	<input type="checkbox"/>	<input type="radio"/> LESIONADO
<input type="checkbox"/> 1 HORA	<input type="checkbox"/>	<input type="radio"/> INCAPACITADO
<input type="checkbox"/> 10 HORAS	<input type="checkbox"/>	<input type="radio"/> MUERTO

CAPACIDADES

ARMADURA COSTO STAT BONUS DETALLES

<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

ATAQUES COSTO STAT DAÑO I B C E

				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

HABILIDADES STAT I B C E

		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CYPHERS LÍMITE + _____

BIOGRAFÍA ET APARIENCIA

--	--

<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

OG-CSR0

OLD GUS'
CYPHER SYSTEM
REFERENCE DOCUMENT



<https://callmepartario.github.io/og-csrd>

This product is an independent production and is not affiliated with Monte Cook Games, LLC. It is published under the Cypher System Open License, found at <http://csol.montecookgames.com>.

CYPHER SYSTEM and its logo are trademarks of Monte Cook Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and character names, and the distinctive likenesses thereof, are trademarks of Monte Cook Games, LLC.