NERO WEST
Character Generation Form

A starting character has 15 build to spend. Build costs are in parentheses next to the skill (i.e. One Handed Blunt (3, 4, 8, 5)). There are four classes: Fighter, Rogue, Scholar, and Templar; the build costs are ordered respectively. So following the previous example, One Handed Blunt would cost 3 for a Fighter, 4 for a Rogue, and so on. Some skills have prerequisite requirements, so please check the 7th edition NERO rulebook if you are unsure.

Character Name:_____ **Name:**_____

Race: Human   Barbarian   Biata   Drae   Dwarf   Elf   Gypsy   Half Ogre   Half Orc

Hobling   Mystic Wood Elf   Sarr   Scavenger _____
Type

Class: Fighter   Rogue   Scholar   Templar   **Primary Magic:** Celestial   Earth

Skills:
- ☐ Archery (6, 10, 15, 12)
- ☐ One Handed Blunt (3, 4, 8, 5)
- ☐ One Handed Edged (5, 5, 10, 7)
- ☐ Polearm (8, 10, 12, 10)
- ☐ Shield (5, 10, 15, 7)
- ☐ Small Weapon (2, 2, 2, 2)
- ☐ Staff (4, 4, 4, 4)
- ☐ Thrown Weapon (4, 4, 4, 4)
- ☐ Two Handed Blunt (6, 8, 12, 8)
- ☐ Two Handed Sword (8, 12, 18, 12)
- ☐ Florentine (6, 6, 12, 8)
- ☐ Stylemaster (10, 15, 20, 15)
- ☐ Two Weapons (2, 4, 4, 4)
- ☐ Weapon Master (15, 18, 20, 18)
- ☐ One Handed Weapon Master (8, 10, 14, 10)
- ☐ Two Handed Weapon Master (12, 14, 18, 14)
- ☐ Waylay (12, 6, 12, 12)
- ☐ Read/Write (6, 6, 3, 3)
- ☐ Read Magic (8, 6, 4, 4)
- ☐ First Aid (4, 3, 2, 2)
- ☐ Healing Arts (4, 3, 2, 2)
- ☐ Herbal Lore (6, 3, 4, 5)
- ☐ Evaluate Item (6, 3, 6, 6)
- ☐ Disarm/Arm Trap (9, 3, 6, 9)
- ☐ Pick Locks (9, 3, 9, 9)

- ☐☐☐☐ Wear Extra Armor (2, 2, 4, 2)
- ☐☐☐☐ 1st Set Critical Attack (3, 4, 8, 3)
- ☐☐☐☐ 1st Set Master Critical Attack (3, 4, 8, 4)
- ☐☐☐☐ 1st Set Back Attack (6, 3, 6, 6)
- ☐☐☐☐ Alchemy (6, 3, 4, 5)
- ☐☐☐☐ Create Potion (6, 5, 3, 4)
- ☐☐☐☐ Create Scroll (6, 5, 3, 4)
- ☐☐☐☐ Create Trap (6, 3, 4, 5)
- ☐☐☐☐ Armorsmith (3, 4, 4, 3)
- ☐☐☐☐ Weaponsmith (3, 4, 4, 3)
- ☐☐☐☐ Break Charm (2, 2, 2, 2)
- ☐☐☐☐ Detect Celestial Magic (3, 3, 3, 3)
- ☐☐☐☐ Gypsy Curse/Remove Curse (2, 2, 2, 2)
- ☐☐☐☐ Resist Charm (3, 3, 3, 3)
- ☐☐☐☐ Resist Poison (4, 4, 4, 4)
- ☐☐☐☐ Resist Sleep (2, 2, 2, 2)
- ☐☐☐☐ Craftsman (3, 3, 3, 3) _____
Type

Spells (Primary):
- ☐☐☐☐ 1st Level (3, 2, 1, 1)
- ☐☐☐☐ 2nd Level (3, 2, 1, 1)
- ☐☐☐☐ 3rd Level (6, 4, 2, 2)

Spells (Secondary):
- ☐☐☐☐ 1st Level (6, 4, 2, 2)
- ☐☐☐☐ 2nd Level (6, 4, 2, 2)
- ☐☐☐☐ 3rd Level (12, 8, 4, 4)