

Game _____

Sequence _____

Unspent Points _____

Total Points _____

Name: _____

Race: _____ Player: _____

Age: _____ Sex: _____ Ht: _____ Wt: _____ SM: _____

Description/Details: _____

ST		[]	HP		[]
DX		[]	WIL		[]
IQ		[]	PER		[]
HT		[]	FP		[]

Basic Lift [] Basic Speed [] Basic Move [] Basic Damage []

Thr=
Sw =

Character Portrait

Current **HP** Current **FP**

Skill	Type	Pt. Cost	Level
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____
_____	[]	_____	_____

Encumbrance	Move	Dodge
○ None (0)= BL: _____	BM x 1: _____	Dodge: _____
○ Light (1)= BL x 2: _____	BM x 0.8: _____	Dodge -1: _____
○ Med (2)= BL x 3: _____	BM x 0.6: _____	Dodge -2: _____
○ Hvy (3)= BL x 6: _____	BM x 0.4: _____	Dodge -3: _____
○ X-Hvy (4)= BL x 10: _____	BM x 0.2: _____	Dodge -4: _____

Languages

Spoken	Written
_____	[] []
_____	[] []
_____	[] []
_____	[] []

Backgrounds

Native TL _____

Native Culture _____

Cultural Familiarities _____

Reaction Modifiers

Appearance _____ Status _____

Reputation _____

Other _____

Advantages/Perks

_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

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Disadvantages/Quirks

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_____ []

_____ []

_____ []

_____ []

_____ []

_____ []

Armour			Type			Type					
Skull	Type _____	DR _____	Mod -7	R Arm	Type _____	DR _____	Mod -2	R Hand	Type _____	DR _____	Mod -4
Face	Type _____	DR _____	Mod -5	L Arm	Type _____	DR _____	Mod -2	L Hand	Type _____	DR _____	Mod -4
Torso	Type _____	DR _____	Mod 0	R Leg	Type _____	DR _____	Mod -2	R Foot	Type _____	DR _____	Mod -4
Groin	Type _____	DR _____	Mod -3	L Leg	Type _____	DR _____	Mod -2	L Foot	Type _____	DR _____	Mod -4

Parry

Weapon _____	Parry _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Block _____

