

CHARACTER SHEET

ST		[]	HP		<small>CURRENT</small>	[]	Languages _____ [] _____ [] _____ [] _____ [] _____ []	
		[]				[]		
		[]		WILL				[]
		[]				[]		
		[]				[]		
IQ		[]	PER		<small>CURRENT</small>	[]	DR Head: _____ Torso: _____ Arm: _____ Hand: _____ Leg: _____ Foot: _____	
HT		[]	FP			[]		TL: _____ [] Cultural Familiarities _____ [] _____ [] _____ []

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____ BASIC SPEED _____ [] BASIC MOVE _____ []	PARRY	Reaction Modifiers Appearance _____ Status _____ Reputation _____ _____ _____ _____ _____																		
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">ENCUMBRANCE</th> <th style="width: 33%;">MOVE</th> <th style="width: 33%;">DODGE</th> </tr> </thead> <tbody> <tr> <td>None (0) = BL _____</td> <td>BM × 1 _____</td> <td>Dodge _____</td> </tr> <tr> <td>Light (1) = 2 × BL _____</td> <td>BM × 0.8 _____</td> <td>Dodge -1 _____</td> </tr> <tr> <td>Medium (2) = 3 × BL _____</td> <td>BM × 0.6 _____</td> <td>Dodge -2 _____</td> </tr> <tr> <td>Heavy (3) = 6 × BL _____</td> <td>BM × 0.4 _____</td> <td>Dodge -3 _____</td> </tr> <tr> <td>X-Heavy (4) = 10 × BL _____</td> <td>BM × 0.2 _____</td> <td>Dodge -4 _____</td> </tr> </tbody> </table>	ENCUMBRANCE	MOVE	DODGE	None (0) = BL _____	BM × 1 _____	Dodge _____	Light (1) = 2 × BL _____	BM × 0.8 _____	Dodge -1 _____	Medium (2) = 3 × BL _____	BM × 0.6 _____	Dodge -2 _____	Heavy (3) = 6 × BL _____	BM × 0.4 _____	Dodge -3 _____	X-Heavy (4) = 10 × BL _____	BM × 0.2 _____	Dodge -4 _____	BLOCK	
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ADVANTAGES AND PERKS

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DISADVANTAGES AND QUIRKS

DISADVANTAGES AND QUIRKS

SKILLS

Name

Level

Relative Level

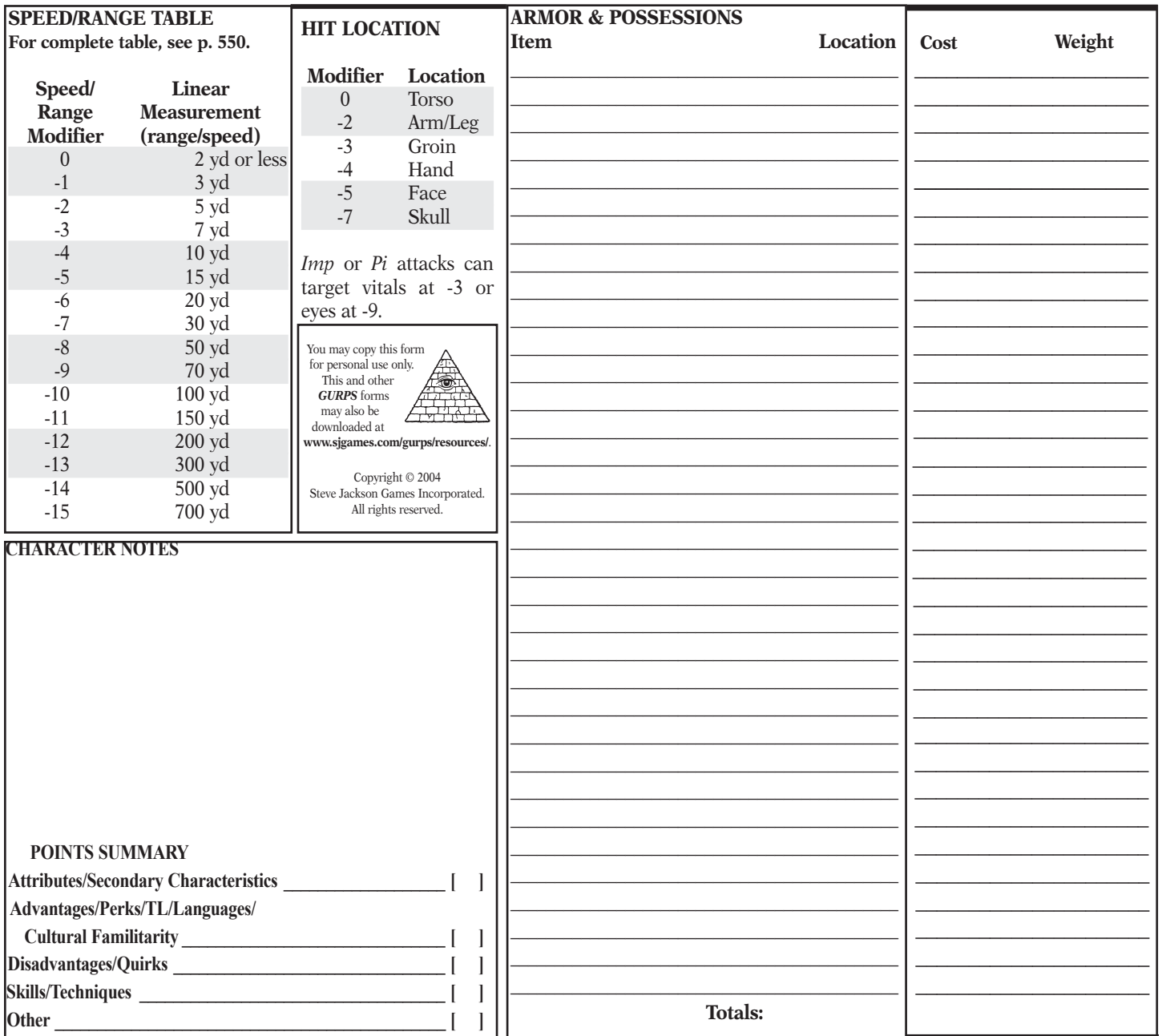
SKILLS

Name

Level

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Name _____



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