



CHARACTER SHEET

		CURRENT	
ST	[]	HP	[]
DX	[]	WILL	[]
IQ	[]	PER	[]
HT	[]	FP	[]

Languages	Spoken	Written
	[]	[]
	[]	[]
	[]	[]
	[]	[]
	[]	[]

DR	TL: _____ []
	Cultural Familiarities
	_____ []
	_____ []
	_____ []

BASIC LIFT (ST × ST)/5 _____ **DAMAGE** Thr _____ Sw _____
BASIC SPEED _____ [] **BASIC MOVE** _____ []

ENCUMBRANCE	MOVE	DODGE
None (0) = BL _____	BM $\times$ 1 _____	Dodge _____
Light (1) = 2 $\times$ BL _____	BM $\times$ 0.8 _____	Dodge -1 _____
Medium (2) = 3 $\times$ BL _____	BM $\times$ 0.6 _____	Dodge -2 _____
Heavy (3) = 6 $\times$ BL _____	BM $\times$ 0.4 _____	Dodge -3 _____
X-Heavy (4) = 10 $\times$ BL _____	BM $\times$ 0.2 _____	Dodge -4 _____

PARRY	Reaction Modifiers
	Appearance _____ Status _____ Reputation _____
BLOCK	_____

[illegible][illegible]

**Weight**

Weight[illegible][illegible]

Lbs.