

BESM 3 Character Sheet

CHARACTER NAME		PLAYER NAME													
AGE	HEIGHT	WEIGHT	SEX												
DESCRIPTION															
POINT COST		TEMPLATES USED													
BODY STAT		MIND STAT													
VALUE	POINTS	VALUE	POINTS												
ATTACK COMBAT VALUE		DEFENCE COMBAT VALUE													
$\text{ATTACK COMBAT VALUE} = B + M + S / 3$ $+ 1/\text{LEVEL OF ATTACK COMBAT MASTERY}$		$\text{DEFENCE COMBAT VALUE} = B + M + S / 3$ $+ 1/\text{LEVEL OF DEFENCE COMBAT MASTERY}$													
HEALTH POINTS		ENERGY POINTS													
$\text{HEALTH POINTS} = [B + S] \times 5$ <small>(ALSO CONSIDER TOUGH ATTRIBUTE AND NOT SO TOUGH DEFECT)</small>		$\text{HEALTH POINTS} = [M + S] \times 5$ <small>(ALSO CONSIDER ENERGY BONUS ATTRIBUTE)</small>													
ATTRIBUTES		ATTRIBUTES/SKILLS													
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">NAME</th> <th style="text-align: left;">LEVEL</th> <th style="text-align: left;">POINTS</th> </tr> </thead> <tbody> <tr><td colspan="3" style="height: 100px;"></td></tr> </tbody> </table>		NAME	LEVEL	POINTS				<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">NAME</th> <th style="text-align: left;">LEVEL</th> <th style="text-align: left;">POINTS</th> </tr> </thead> <tbody> <tr><td colspan="3" style="height: 100px;"></td></tr> </tbody> </table>		NAME	LEVEL	POINTS			
NAME	LEVEL	POINTS													
NAME	LEVEL	POINTS													
		DEFECTS													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">NAME</th> <th style="text-align: left;">LEVEL</th> </tr> </thead> <tbody> <tr><td colspan="2" style="height: 100px;"></td></tr> </tbody> </table>		NAME	LEVEL										
NAME	LEVEL														

CHARACTER INFO

GAME STATISTICS

DERIVED VALUES

Permission granted to make copies of this page for personal use only.