



APPEARANCE: \_\_\_\_\_

RACE: \_\_\_\_\_ Date created \_\_\_\_\_

Pts	ST	Pts	DX	Pts	IQ	Pts	HT	MVMT
								BASIC SPEED
								$(HT + DX) / 4$
Hits Taken		BASIC DAMAGE				Fatigue		MOVE
		Thrust _____ Swing _____						$(Basic\ Speed - Enc.)$
Will		Fright Check		SENSES		Vision		Running
				Taste/Smell		Hearing		Swimming

[illegible][illegible]

## SHIELD/2

<i>Attributes</i>	_____
<i>Advantages</i>	_____
<i>Disadvantages</i>	_____
<i>Quirks</i>	_____
<i>Skills</i>	_____
<i>Spells</i>	_____
TOTAL	_____

	Brain 3-4	Face 5	Arms 6 & 8	Hands 7	Body 9-11	Legs 12-14	Feet 15-16	Vitals 17-18	ALL
PD									
DR									
OTHER PD _____ OTHER DR _____									
_____									

[illegible]

## SKILLS

Pt. cost Level

## BACKGROUND

### REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

### SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### CHARACTER STORY

### NOTES

## POSSESSIONS & EQUIPMENT

Item

\$

Wt.

Item

\$

Wt.

Totals

lbs.

Totals

lbs.

## HAND WEAPONS & SKILLS

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

## RANGED WEAPONS & SKILLS

Weapon	Mag	Damage		SS	Acc	½D	Max	RoF	Shots	ST	Rd	Notes	Pt. Cost	Level
		Type	Amount											