

Pt.
Cost

Name _____ Player _____ Appearance _____ _____	Date Created	Sequence
	Unspent Points	Point Total

Pt. Cost	ST		FATIGUE
	DX		DAMAGE Thrust: _____ Swing: _____ Kick: _____ _____:
	IQ		
	HT		HITS TAKEN
	Mvmt	BASIC SPEED <i>(HT+DX)/4</i>	MOVE <i>Round Off</i>
	SWIM		

ENCUMBRANCE	MOVE
<i>None (0)</i> =2XST	_____
<i>Light (1)</i> =4XST	_____
<i>Med (2)</i> =6XST	_____
<i>Hvy (3)</i> =12XST	_____
<i>X-Hvy (4)</i> =20XST	_____

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<i>=Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD	OTHER DR
Shield: _____	_____
_____	_____
_____	_____

Pt.
Cost[illegible][illegible]

SUMMARY	<i>Point Total</i>
<i>Attributes</i>	_____
<i>Advantages</i>	_____
<i>Disadvantages</i>	_____
<i>Quirks</i>	_____
<i>Skills</i>	_____
TOTAL	_____

Name:_____

<i>Weapon</i>	<i>Type</i>	<i>Amount</i>	<i>Reach</i>	<i>ST</i>	<i>Notes</i>	<i>Parry</i>	<i>Pt. Cost</i>	<i>Level</i>
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<i>Weapon</i>	<i>Malf</i>	<i>Type</i>	<i>Amount</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Rcl</i>	<i>Notes</i>	<i>Pt. Cost</i>	<i>Level</i>
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Speed/ Range Modifier	Size Modifier	Linear Measurement (size or range/speed)
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+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2 "
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2'
+3	-3	2'
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

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Totals: \$ Lbs.

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