



CHARACTER SHEET

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

[illegible]

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]

