G	URF	5		<u> </u>			Date Created	Sequence
	HARACTER SH		Character	Story			Unspent Points	Point Total
Pt. Cost	ST HP  DX Will  IQ Per					SKILLS	Pi	t. Cost Level
	HT	FP						
	Mymt	ASIC PEED	BASIC MOVE					
	EMCUMBRANO  None $(0) = 2 \times ST$	CE 1	B.Sp Enc. BASIC DAMAGE Thrust:					
	Light (1) = $4 \times ST$ Med (2) = $6 \times ST$ Hvy (3) = $12 \times ST$		 Swing:	REACTION +/				
	X-hvy (4) = 20×ST ACTIVE DEFENSES			TATE A DONG AND DO	CCECCIONC			
	DODGE PAF		BLOCK	WEAPONS AND PO	SSESSIONS Damage Skill \$ Level	Wt		
	B. Speed+3 3+Wee		3+Shield/2					
	DAMAGE RESIS Armor	TANCE : :	T O T A					
Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS							
—				Totals: \$	Lbs.			
_				WEAPON RANGES Weapon	Range Acc RoF	Attributes Advantage		Point Total
						Disadvani Quirks	ages	
						Skills TOTAL		