	-UR I	PS	Name		_ Player		Date Created	Sequence
_	HARACTER S			Story			Unspent Points	Point Total
Pt.						SKILLS	Pt.	. Cost Level
			11					
	IQ	Pe	ľ					
	HT							
	Mvmt	BASIC SPEED HT+DX)/4	BASIC MOVE B.Sp Enc.					
	EMCUMBRAI None $(0) = 2 \times ST$ Light $(1) = 4 \times ST$	NCE	BASIC DAMAGE Thrust:	not	ad			
	$Med(2) = 6 \times ST$ Swing: $Hvy(3) = 12 \times ST$ $X-hvy(4) = 20 \times ST$		Swing:	REACTION +/-				
	ACTIVE DODGE PA	DEFENS ARRY	SES BLOCK	WEAPONS AND POSSES Item Dar	SIONS nage Skill \$ Wt. Level \$			
	B. Speed+3 3+Weapon/2 3+Shield/2 DAMAGE RESISTANCE Armor T O							
Pt.	ADVANTAGE	: : S,	- T A L					
Cost	DISADVANTA	AGES, Q	UIRKS					
<u> </u>								
 				Totals: \$ WEAPON RANGES Weapon Ran	Lbs.	SUMMAI Attributes	RY	Point Total
						Advantages Disadvantag Quirks	es	
						Skills TOTAL		