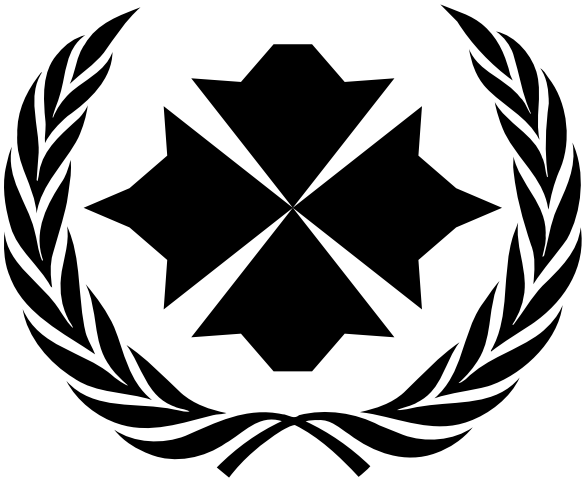
INVENTORY

PROPERTY OF **AZIMUTH CITY GOVERNMENT**

IDENTITY CARD

NAME

AGE HT. WT.



Azimuth City Government

ENCUMBERANCE | MOVE | DODGE

[0] NONE (=BL) — BM×1 — Ddg

[1] LIGHT (=BL×2) — BM×0.8 — Ddg-1

[2] MEDIUM (=BL×3) — BM×0.6 — Ddg-2

[3] HEAVY (=BL×6) — BM×0.4 — Ddg-3

[4] X-HEAVY (=BL×10) — BM×0.2 — Ddg-4

MOVEMENT AND CARRYING

BASIC LIFT

BASIC SPEED

BASIC MOVE

CURRENCY

EXPENSES

INCOME

PIECE (₱)

TENTH (₹)

CROWN (₢)

DECAR (Ð)

COMBAT DAMAGE | DEFENCE | EXP. POINTS

TL | THR | SW | PARRY | BLOCK | DR | UNSPENT | TOTAL

ATTRIBUTES

ST | DX | IQ | HT

CHARACTERISTICS

HP | FP | WILL | PER

PHOTOGRAPH OF BEARER

ADVANTAGES AND PERKS

SKILLS | LEVEL

DISADVANTAGES AND QUIRKS