



## CHARACTER SHEET

		CURRENT	
<b>ST</b>	[ ]	<b>HP</b>	[ ]
<b>DX</b>	[ ]	<b>WILL</b>	[ ]
<b>IQ</b>	[ ]	<b>PER</b>	[ ]
<b>HT</b>	[ ]	<b>FP</b>	[ ]

[illegible]

<b>DR</b>	<b>TL:</b> _____ [    ]
	<b>Cultural Familiarities</b>
	_____ [    ]
	_____ [    ]
	_____ [    ]

**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

<b>PARRY</b>	<b>Reaction Modifiers</b>
	Appearance _____ Status _____ Reputation _____
<b>BLOCK</b>	_____ _____ _____ _____ _____

[illegible][illegible]



## Notes

### Weight

## Notes

## Weight

## Skull

Lbs.