



Player Name: _____ Character Name: _____ Points: _____
Age: _____ Sex: _____ Height: _____ Weight: _____ Race: _____ Tech. Level: _____ Social Status: _____
Description: _____

Pts.	Acc.	Pts.	Mod.
<input type="text"/> STR	<input type="text"/>	<input type="text"/> CHA	<input type="text"/>
<input type="text"/> DEX	<input type="text"/>	<input type="text"/> SPD	<input type="text"/>
<input type="text"/> CON	<input type="text"/>	<input type="text"/> RFX	<input type="text"/>
<input type="text"/> INT	<input type="text"/>	<input type="text"/> LIFT	<input type="text"/>
<input type="text"/> WILL	<input type="text"/>	<input type="text"/> PER	<input type="text"/>

Damage Meter

L	M	H	D
<input type="text"/> -1 <input type="text"/>	<input type="text"/> -2 <input type="text"/>	<input type="text"/> -3 <input type="text"/>	<input type="text"/> U <input type="text"/>

→ -1 -2 -3 U

→ -1 -2 -3 U

Wealth: _____

Resistance	
Type	Value

Prestige, Prejudice, Oddities

Name	Level	Cost

Skills

Name	Level	Mod / Dice
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Pack

Pockets and Belt

Weapon		Damage		Range and Reach Modifiers				Ammunition	
Name	Type	Type	/ Attack / Parry	Short	Medium	Long	Extreme	Type	Capacity
			/ /						
			/ /						
			/ /						