Character Sheet (blank)

Name: _____
Appearance: _____

Reaction +/-: _____
Advantages, Disadvantages, Quirks: _____
Point Total: _____

ST ____ HP: ____
DX ____ Basic Damage
IQ ____ *Thrust:* ____
HT ____ *Swing:* ____

Will ____ Per ____
Basic Speed: ____ FP: ____
Encumbrance: ____ Move: ____
Dodge: ____ Parry: ____ Block: ____
Shield DB ____ Size Modifier ____

Skills: _____

Weapon Statistics: _____

DR		
	Head	
	Torso	
	Arms	
	Hands	
	Legs	
	Feet	

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" × 5" card. A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figures to each card.

NPC Record Card

Name: _Dai Blackthorn_
Appearance: _Short; honest face_

Reaction +/-: _0, usually_
Advantages, Disadvantages, Quirks:
Point Total: _250_

ST _8_ HP: _10_
DX _15_ Basic Damage
IQ _12_ *Thrust:* _1d-3_
HT _12_ *Swing:* _1d-2_

Will _12_ Per _15_
Basic Speed: _7.00_ Move: _7_
Encumbrance: ____ _None (0)_
Dodge: _10_ Parry: _10_ Block: _N/A_
Shield DB _N/A_ Size Modifier _0_

Advantages, Disadvantages, Quirks:
Absolute Direction, Danger Sense,
Flexibility, Perfect Balance, Warp;
Overconfidence (12), Sense of Duty;
Dislikes deep water (quirk)

Skills:
Acrobatics-15, Body Sense-16, Fast-Draw
(Knife)-15, Guns (Pistol)-15, Knife-17,
Shortsword-15, Thrown Weapon (Knife)-17

Weapon Statistics:
Fine Large Knife: 1d-3 cut/1d-2 imp
(thrown: 1d-2 imp, Acc 0, Range
6/12, Bulk -2)
Holdout Pistol: 2d pi, Acc 1,
Range 125/1,500, RoF 3, Shots 5+1(3),
Bulk -1, Rcl 3

DR		
0	Head	
0	Torso	
0	Arms	
0	Hands	
0	Legs	
0	Feet	

Time Use Sheet

Character _____ Played by _____
Period of time covered _____

Time use:
Sleep: 56 hrs/week (+/-7 per level of Extra/Less Sleep) ....
Meals, personal care, etc ....
Job: time spent depends on job (if unsure, assume 40 hrs) 20
Travel (depends on adventure and situation) ....
Religious observances, etc ....
Entertainment ....
Study of _____ skill .... *
Study of _____ skill .... *
Study of _____ skill .... *
Study of _____ skill .... *
Study of _____ skill .... *
Study of _____ skill .... *
Long Task: _____
Long Task: _____
Long Task: _____

TOTAL: per week .... 168 hours

Automatic Cultural Familiarity and Language study: If you are in a foreign land and interacting with the locals in day-to-day life, you can claim an automatic 4 hours per day toward both the local Language and Cultural Familiarity with the local culture (see p. 23).
Hours of automatic Cultural Familiarity study (4/day): _____
Hours of automatic Language study (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count ¼ of the time spent on the job as "study." This time may be split between multiple, job-related skills.
Hours of automatic job study (¼ time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____

Other notes: