

EXP Anthropomorph Record Sheet





PLAYER NAME

DATE

AWE awareness	<u>CHA</u> charisma	<u>CON</u> constitution	<u>DEX</u> dexterity	<u>INT</u> intelligence	MSTR mental strength	PSTR physical strength	HPS max hit points
RACE	AGE (years)	HITE (cms)	WATE (kgs)	CLASS	LEVEL	SS social standing	<u>EXPS</u>
COMBAT	<u>ΓABLE</u>						
Attack Type	BP bonus proficient	BNP bonus non proficient	MR maximum roll	<u>DA</u> damage adjuster			TOTAL HIT POINTS
A					striking and thrusting weapons		
В					throwing weapons, rocks, bows		
С					powered weapons, guns lasers, crossbows		
	add to skilled attacks	add to unskilled attacks	highest roll on the kilo die	points added to damage			
MOVE (h/u)	ARMOUR R	<u>RATING</u>	PROFICIEN	T ATTACKS			
Mutations a	nd Skills						
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