

## BASIC ROLEPLAYING

NONPLAYER CHA	RACTER		
CON POW	EDU	WIT POINTS  MAJOR WOUND  00 01 02 03 04 05 06 0  12 13 14 15 16 17 18 1  24 25 26 27 28 29 30 3	07 08 09 10 11 19 20 21 22 23
SKILLS		36 37 38 39 40 41 42 4 48 49 50 51 52 53 54 5 60 61 62 63 64 65 66 6 72 73 74 75 76 77 78 7 84 85 86 87 88 89 90 9	43 44 45 46 47 55 56 57 58 59 67 68 69 70 71 79 80 81 82 83
Defense% Dodge	DEX×02)%	BATTERY         UNCONS           00         01         02         03         04         05         06         0           12         13         14         15         16         17         18         1           24         25         26         27         28         29         30         3           36         37         38         39         40         41         42         4           48         49         50         51         52         53         54         5           60         61         62         63         64         65         66         6	07 08 09 10 11 19 20 21 22 23 31 32 33 34 35 43 44 45 46 47 55 56 57 58 59 67 68 69 70 71
		72 73 74 75 76 77 78 78 84 85 86 87 88 89 90 90 90 90 90 90 90 90 90 90 90 90 90	91 92 93 94 95
FNII NWED T	WN	FULLUMED T	<u> </u>
NAME		NAME	
CON POW	EDU	STR INT CON POW SIZ DEX	EDU
HIT POINTS         DEAD         OC           05         06         07         08         09         10         11         12           17         18         19         20         21         22         23         24           29         30         31         32         33         34         35         36           41         42         43         44         45         46         47         48           53         54         55         56         57         58         59         66           65         66         67         68         69         70         71         72           77         78         79         80         81         82         83         84	01 02 03 04 13 14 15 16 25 26 27 28 37 38 39 40 49 50 51 52 61 62 63 64 73 74 75 76 85 86 87 88	HIT POINTS DEAD OF THE POINTS DE	00 01 02 03 04 12 13 14 15 16 24 25 26 27 28 36 37 38 39 40 48 49 50 51 52 60 61 62 63 64 72 73 74 75 76 84 85 86 87 88
Dodge (DEXx02)% DAMAGE I WEAPON %	MODIFIER DAMAGE	Dodge (DEXx02)% DAMAGE WEAPON %	E MODIFIER
ARMOR	ARMOR VALUE	ARMOR	ARMOR VALUE
SKILLS		SKILLS	
		POWER POINTSPOWERS	
POSESSSIONS		POSESSSIONS	
	STR	Projection	STR