Name					
Race	Age	Load Modifier			
Gender	Social Class				
Hair Color	Eye Color				
Height	Weight				
Morality	Handedness				

Primary Attribu

Trimary Attributes								
	Total				Modifier			
Stature	ture		Armor Weight & Cost Modifier					
Strength	g th Re		Related Skill Check Modifier		elated Skill Check Modifier			
Coordination		Related Skill Check	Modi	fier	%			
Health		HP Recovery		EP Recovery				
Beauty		Related Skill Check	Modi	fier	%			
Intellect		Related Skill Check	Modi	fier	%			
Reason		Related Skill Check	Modi	fier	%			
Creativity		Related Skill Check	Modi	fier	%			
Presence		Related Skill Check	Modi	fier	%			

Skills

	Base	Bonuses	Experience
Knowledge, Culture:	%		
Knowledge, Local:	%		1 800
Language:	%		14.70
Vocation:	%	100	
	%		
	%		
	%		
	%		
	%		
	%		
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	%		
	%		
	%		
	%	SILIS	-/A [=]
	%		
	%	1	
	%		
	%		
	%		2 // \

Multiple Wounds Total Damage Taken General Experience



Secondary Attributes

Willpower (Hlth+(Pres*2))/3	
Evocation (Int+Reas+Crea+Hlth+Will)	
Perception (Int+Reas+Crea)/3	
% Mod to Missile/Casting	%
System Strength ((Hlth*2)+Pres)/3	
Fitness (Str+Hlth)/2	
Fitness Modifier	
Load (Fitness Mod*Stature)+AgeMod	
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift Load*2	
Maximum Dead Lift Load*4	
	Evocation (Int+Reas+Crea+HIth+Will) Perception (Int+Reas+Crea)/3 % Mod to Missile/Casting System Strength ((HIth*2)+Pres)/3 Fitness (Str+HIth)/2 Fitness Modifier Load (Fitness Mod*Stature)+AgeMod Points to Damage (Size M Weapons only) Maximum Overhead Lift Load*2



Left Arm Right Arm Abdomen

Movement

1. 200	CITICITE							
	Carried	Move Ratios	Walk ()	Jog ()	Run ()
Casual	lbs		yd	ls		yds		yds
Travel	lbs		yd	ls		yds		yds
Combat	lbs		yd	ls		yds		yds

Fast Action Initiatives

Luce	LICCION	Tirreta Ci	THE RESERVE		
	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

	Knockdown
Casual	
Travel	
Combat	

	ons									l	100	
Modifiers to Attack and	Defend fron	n either:	0/	Strength		%	or Coordin		%		amage from Lo	
Shield Use skill:		T., tet.,	% B	Modifiers:	Attack Numbers		-		6 to Attack w/ shield	+		Defend w/ shi
Weapon and Initiative		Initia	tives Base		Attack Numbers			Defense N	vumbers		Lethality / T	ype
Weapon:			%									
Weapon:			%									
Weapon:			%									
Unfamiliar Melee Weapo	on		,,									
Missile or Th	roun	W gas	none	100	D/	1	15	><85>				
Modifiers to Attack fron		vv ta	Coordination			%	or Percep	tion	****			
Weapon and Initiative	Initiatives	Base		in Yards):	Point Blank (Effective	() Long	() Extreme	(
		%	Chances to Att					`	, 0	`	,	`
Accuracy Modifier:		%	Lethality/Typ									
Weapon and Initiative	Initiatives			in Yards):	Point Blank ()	Effective	() Long	() Extreme	(
		%	Chances to Att			,						
Accuracy Modifier:		%	Lethality/Typ	e						\		
Weapon and Initiative	Initiatives	Base	Ranges	in Yards):	Point Blank ()	Effective	() Long) Extreme	(
		%	Chances to At	ack			/		6/9			
Accuracy Modifier:		%	Lethality/Typ	e				14	R - (0)			
Unfamiliar Missile Weap	on								THE THE TANK			
The State of the S		20	AL D			TO V.	200	-6-8			1111	4.437
Unarmed Cor	mbat						-					
Modifiers to Attack and	Defend fron	n either:		Strength	13/20	%	or Coordin	ation	%	Initiative	-	
Skill			Base	MESS			1	Not	es	4		
			%									
			%									
			%									
Passassians			-60		A STATE OF THE PARTY OF THE PAR	33	160	16	Racourea	c		
Possessions On Per	Son		Cas/Tra/Co	n Weight		Owned/O	her	12	Resource		200	Rating
Possessions On Per	rson		Cas/Tra/Con	n Weight		Owned/O	her		Resource	S Region		Rating
4000000	eson			n Weight		Owned/O	her		Resource			Rating
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4000000	Son					Owned/O	ther		Resource			Rating
400000000000000000000000000000000000000	Son					Owned/O	her		Resource			Rating

Magical Abilities

Evocation Points /	Magic School	Base Skill	Notes from Gender
Evocation Forms		%	
Notes and Modifiers		%	1

Spells and Symbols						
Spell or Symbol:				F	PRB Page Number:	
Components:			Difficulty: %	Calcu	lations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Г	Ouration:	
Effects:						
		17.43			200 D 11 1	
Spell or Symbol:					PRB Page Number:	
Components:			Difficulty: %		alations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	I	Ouration:	
Effects:	**				-	
Spell or Symbol:				F	PRB Page Number:	
Components:			Difficulty: %	Calcu	lations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Γ	Ouration:	
Effects:			Act many			
	THE STATE OF THE S		TO SEE MAN TO SEE	All and	A.2	
Spell or Symbol:					PRB Page Number:	
Components:			Difficulty: %		llations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Ι	Ouration:	
Effects:	AND REAL PROPERTY.	A PROPERTY OF THE PARTY OF THE		4		
Spell or Symbol:				F	PRB Page Number:	
Components:			Difficulty: %	Calcu	lations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Ι	Ouration:	
Effects:	100					
		A STATE OF THE PARTY OF THE PAR		7		
Spell or Symbol:	1116				PRB Page Number:	
Components:			Difficulty: %		alations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	I	Ouration:	
Effects:	-	AND THE		_		
Spell or Symbol:	7/1	(=)		F	PRB Page Number:	
Components:		150/2 3/19 4	Difficulty: %	Calcu	lations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Ι	Ouration:	K
Effects:		CU M	1617			
20.50	111				-	100
Spell or Symbol:					PRB Page Number:	
Components:			Difficulty: %		llations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	I	Ouration:	
Effects:		Marie III		-		
Spell or Symbol:		Whompon	TO THE THE	F	PRB Page Number:	
Components:		///	Difficulty: %		tlations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:	Г	Duration:	
Effects:						
						$\overline{}$

Positions Covered, Weight and Cost by Armor Piece Head and Neck Armor Positions Covered Weight Upper Body Armor Positions Covered Weight Cost Weight Lower Body Armor **Positions Covered** Package Total Weight and Cost Summary of Armor Protection Values by Hit Position

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Additional Skills People Base Bonuses Experience % % % % % % % % % % % % % % % Places % % % % % % % % % % % % % % % % % Things % % % % % % % % % % % % % % % %