

**Name** \_\_\_\_\_ **Player** \_\_\_\_\_ **Point Total** \_\_\_\_\_

**Ht \_\_\_\_\_ Wt \_\_\_\_\_ Size Modifier \_\_\_\_\_ Age \_\_\_\_\_ Unspent Pts \_\_\_\_\_**

**Appearance** \_\_\_\_\_

## CHARACTER SHEET

				CURRENT	
<b>ST</b>	[ ]	<b>HP</b>	[ ]		
<b>DX</b>	[ ]	<b>WILL</b>	[ ]		
<b>IQ</b>	[ ]	<b>PER</b>	[ ]		
<b>HT</b>	[ ]	<b>FP</b>	[ ]	CURRENT	

[illegible]

<b>DR</b>	<b>TL:</b> _____ [    ]
	<b>Cultural Familiarities</b>
	_____ [    ]
	_____ [    ]
	_____ [    ]

**BASIC LIFT** (ST × ST)/5 \_\_\_\_\_ **DAMAGE Thr** \_\_\_\_\_ **Sw** \_\_\_\_\_  
**BASIC SPEED** \_\_\_\_\_ [    ] **BASIC MOVE** \_\_\_\_\_ [    ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL	$BM \times 1$	Dodge
Light (1) = $2 \times BL$	$BM \times 0.8$	Dodge -1
Medium (2) = $3 \times BL$	$BM \times 0.6$	Dodge -2
Heavy (3) = $6 \times BL$	$BM \times 0.4$	Dodge -3
X-Heavy (4) = $10 \times BL$	$BM \times 0.2$	Dodge -4

<b>PARRY</b>	<b>Reaction Modifiers</b>
	Appearance _____ Status _____ Reputation _____
<b>BLOCK</b>	_____ _____ _____ _____ _____

[illegible][illegible]

## CHARACTER SHEET

Name \_\_\_\_\_

## HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes

Cost	Weight
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## RANGED WEAPONS

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### SPEED/RANGE TABLE

**For complete table, see p. 550.**

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd


**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 or eyes at -9.

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A black and white line drawing of a pyramid. The pyramid is constructed from a grid of small squares, representing bricks. In the center of the pyramid's face is a large, detailed human eye, looking directly forward. The eye has a prominent iris and pupil, and is surrounded by eyelids and eyelashes. The pyramid's base is wider than its top, and the eye is positioned roughly in the middle of the front face.

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## ARMOR & POSSESSIONS

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## CHARACTER NOTES


**POINTS SUMMARY**

<b>Attributes/Secondary Characteristics _____ [    ]</b>	[    ]
<b>Advantages/Perks/TL/Languages/     Cultural Familiarity _____ [    ]</b>	[    ]
<b>Disadvantages/Quirks _____ [    ]</b>	[    ]
<b>Skills/Techniques _____ [    ]</b>	[    ]
<b>Other _____ [    ]</b>	[    ]