





CHARACTER RECORD SHEET



<i>ABILITIES</i>		ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<i>STR</i> STRENGTH				
<i>DEX</i> DEXTERITY				
<i>CON</i> CONSTITUTION				
<i>INT</i> INTELLIGENCE				
<i>EDU</i> EDUCATION				
<i>WIS</i> WISDOM				
<i>CHA</i> CHARISMA				
<i>SOC</i> SOCIAL STANDING				
<i>PSI</i> PSIONIC STRENGTH				

STAMINA

CURRENT STAMINA


LIFEBLOOD






CURRENT LIFEBLOOD

Stamina Dice

LIFT

LIFT OVER HEAD

= MAX LOAD

LIFT OFF GROUND

= 2 x MAX LOAD

PUSH OR DRAG

= 5 x MAX LOAD

ARMOR CLASS

<div></div>	= 10 +	<div>ARMOR (AR)</div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
			ARMOR WORN						

SAVING THROWS

	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP
FORTITUDE CONSTITUTION					
REFLEX DEXTERITY					
WILL WISDOM					

INITIATIVE

TOTAL	DEX	MISC

SPEED	METERS	HEX/SQ

ATTACK ROLLS

	TOTAL	BASE	MODIFIERS			
			DEX	SIZE	MISC	TEMP
MELEE						
RANGED						

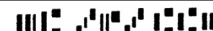
WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size	ROF
Notes		ANIMO					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size	ROF
Notes		ANIMO					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size	ROF
Notes		ANIMO					
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Notes		ANIMO					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size	ROF
Notes		ANIMO					

SKILLS

[illegible]

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES



EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS**FEATS & SPECIAL ABILITIES****CREDITS****EXPERIENCE**

Total Experience

XPs Needed For Next Level

LANGUAGES**BACKGROUND****NOTES**