



Name: **Character 1**  
Race: **Human**  
Appearance:

Player:  
Ht:

Wt:

Age:

Spent: **0**  
Unspent: **150**

### CHARACTER SHEET

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	Basic Speed 5 [ 0 ]
<b>DX</b> 10 [ 0 ]	<b>Will</b> 10 [ 0 ]	Basic Move 5 [ 0 ]
<b>IQ</b> 10 [ 0 ]	<b>Per</b> 10 [ 0 ]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 10 [ 0 ]	<b>FP</b> 10 [ 0 ]	<sup>Thr</sup> 1d-2 <sup>Sw</sup> 1d

<b>TL</b> 8 [ 0 ]	<b>SM</b> +0
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Vision 10	Taste/Smell 10	Death Check 10
Hearing 10	Fright Check 10	High Jump 1.67 ft
Touch 10	Consciousness 10	Broad Jump 2.33 yd

**HP** 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -10

### JUMP TABLE

Mvmt.	Rest	1	2	3	4+
<b>High</b>	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
<b>Broad</b>	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

### ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>DR</b>
8	8	6	8	0
DX	DX	DX	None	Torso

### REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0

### POINTS SUMMARY

Pts

Basic Attributes, Secondary Characteristics	[ 0 ]
Advantages, Perks	[ 0 ]
Disadvantages, Quirks	[ 0 ]
Skills, Techniques	[ 0 ]

Total Points Spent: **0**  
Unspent Points: **150**