



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

Player:  
Ht:

Wt:

Age:

Spent: **100**  
Unspent: **50**

### CHARACTER SHEET

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 10 [ 100 ]
<b>DX</b> 10 [ 0 ]	<b>Will</b> 10 [ 0 ]	<b>Basic Move</b> 10 [ 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 ]	<b>Thr</b> 1d-2 <b>Sw</b> 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 1.39 yd
Touch 10	Consciousness 10	Broad Jump 5.67 yd

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

### JUMP TABLE

Mvmt.	Rest	1	2	3	4	5
<b>High</b>	1.39 yd	1.56 yd	1.72 yd	1.89 yd	2.06 yd	2.22 yd
<b>Broad</b>	5.67 yd	6.33 yd	7 yd	7.67 yd	8.33 yd	9 yd
6	7	8	9+			
2.39 yd	2.56 yd	2.72 yd	2.78 yd			
9.67 yd	10.33 yd	11 yd	11.33 yd			

### ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	10 yd	8 yd	6 yd	4 yd	2 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	10 yd	8 yd	6 yd	4 yd	2 yd
Dodge	13	12	11	10	9

PARRY	PARRY	BLOCK	DODGE	DR
8	8	6	13	0
DX	DX	DX	None	Torso

### REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

### POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 100 ]
Advantages, Perks	[ 0 ]
Disadvantages, Quirks	[ 0 ]
Skills, Techniques	[ 0 ]
<b>Total Points Spent:</b>	<b>100</b>
<b>Unspent Points:</b>	<b>50</b>