



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

Player:
Ht:

Wt:

Age:

Spent: **110**
Unspent: **40**

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 10 [100]
DX 10 [0]	Will 10 [0]	Basic Move 10 [0]
IQ 10 [0]	Per 10 [0]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-2 Sw 1d

TL 8 [0]	SM +0
-------------------	--------------

Vision 10	Taste/Smell 10	Death Check 10
Hearing 10	Fright Check 10	High Jump 2.78 yd
Touch 10	Consciousness 10	Broad Jump 11.33 yd

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

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5
High	2.78 yd	3.11 yd	3.44 yd	3.78 yd	4.11 yd	4.44 yd
Broad	11.33 yd	12.67 yd	14 yd	15.33 yd	16.67 yd	18 yd
6	7	8	9+			
4.78 yd	5.11 yd	5.44 yd	5.56 yd			
19.33 yd	20.67 yd	22 yd	22.67 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

ADVANTAGES

Name	Pts
Super Jump 1	[10]

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[100]
Advantages, Perks	[10]
Disadvantages, Quirks	[0]
Skills, Techniques	[0]
Total Points Spent:	110
Unspent Points:	40