



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

Player:  
 Ht:

Wt:

Age:

Spent: **120**  
 Unspent: **30**

## 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+ (w/ EM)
<b>High</b>	1.39 yd	2.78 yd
<b>Broad</b>	5.67 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
	20 yd	16 yd	12 yd	8 yd	4 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	20 yd	16 yd	12 yd	8 yd	4 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
Enhanced Move 1 (Ground)	[ 20 ]

### POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 100 ]
Advantages, Perks	[ 20 ]
Disadvantages, Quirks	[ 0 ]
Skills, Techniques	[ 0 ]
<b>Total Points Spent:</b>	<b>120</b>
<b>Unspent Points:</b>	<b>30</b>