

Character Name

Player Name

Level

Character Background

Body

Height

Mass

ABILITY SCORES

STR

Base

Racial

Misc

Total

+

+

=

STR (body)

Base

Misc

Total

+

=

DEX

Base

Racial

Misc

Total

+

+

=

END

Base

Racial

Misc

Total

+

+

=

INT

Base

Racial

Misc

Total

+

+

=

SPR

Base

Racial

Misc

Total

+

+

=

INITIATIVE

d

+

=

-

+

Reflex

Mobility

Misc

EXPERIENCE POINTS

/1000

ATTACKS

Weapon Name

Attack Bonus

/

Defence DC

Damage

Ammunition

Range/Reach

Damage Type

Effort

Misc

Weapon Name

Attack Bonus

/

Defence DC

Damage

Ammunition

Range/Reach

Damage Type

Effort

Misc

Weapon Name

Attack Bonus

/

Defence DC

Damage

Ammunition

Range/Reach

Damage Type

Effort

Misc

Weapon Name

Attack Bonus

/

Defence DC

Damage

Ammunition

Range/Reach

Damage Type

Effort

Misc

Weapon Name

Attack Bonus

/

Defence DC

Damage

Ammunition

Range/Reach

Damage Type

Effort

Misc

Light:Medium:Heavy:

1/2 MediumSTR Multiplier x 32 x Medium

ARMOUR AND CHASSIS

Armour

Effort

Defense

Mobility

Mass

Chassis

Durability

Misc

Light:Medium:Heavy:

1/2 MediumSTR Multiplier x 122 x Medium

DEFENCES

Block:

Dodge:

Parry:

BONUSNUMBER

AreaRange

SIZE AND SCALE

Scale:

Multiplier:

Toughness:

Target:

MOVE SPEED

Walk:

m/s

sq/s

Run:

m/s

sq/s

m/s

sq/s

Other (ex. Fly)

sq/s

POWER

Reactor:

PP:

Recharge:

Used

Maximum

Explosion:

Damage

Area

GEAR

Light:Med:Hvy:Max:

WEALTH:

WOUNDS

/

TOUGHNESS/MIN.

= 9 + 

3 x Scale

Armour

Misc

Wounds:

Location Toughness:

Hand

Head

Arm

Leg

SHIELDS

/

TOUGHNESS/MIN.

Wounds:

MORALE

/

WILL/MIN.

= 6 + 

SPR

Misc

Misc

Morale Penalties:

Focus Skill: \_\_\_\_\_

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

# COMBOS

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MAX COMBO COMPLEXITY (1 + Weapon or Ranged Skill)

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NUMBER OF COMBOS (1 + Combat Expertise)

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

NAME: _____	COMPLEXITY: _____
DESCRIPTION	

## COMPONENTS

[illegible]

## LUCK POINTS

	/Day	Used
= Ranks in Luck		

## ACTION POINTS

/Day		Used
= Ranks in Heroics		

## NOTES

[illegible]