Character Name   Player Name

Level   Race   Racial Background   Character Background   Gender   Height   Weight

ABILITY SCORES

STR   +   +   =
Base   Racial   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   Misc   DEX   Mobility

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 Medium   STR Multiplier x 3   2 x Medium

ARMOUR

Name	Effort	Defense	Mobility	Mass

Misc

Light: Medium: Heavy:

1/2 Medium   END Multiplier x 12   2 x Medium

DEFENCES

Block: _____

Dodge: _____

Parry: _____

BONUS   NUMBER   AREA RANGE

MOVEMENT

Walk: _____ m/s - _____ = _____ m/s   _____ m/s
     Normal   Running*

Other _____ m/s - (Mobility Penalties x Square Size/2) = _____ m/s   _____ m/s
     Normal   Running*

Other _____ m/s - _____ = _____ m/s   _____ m/s
     Normal   Running*

Other _____ m/s - _____ = _____ m/s   _____ m/s
     Normal   Running*

*Running is normal speed x3, or x4 with Sprint

WOUNDS

/
TOUGHNESS/MIN.

= 6 + _____ + _____ + _____
3 x Scale   END   Armour   Misc

Wounds:

Location Toughness:

Hand   Head

Arm   Leg

MORALE

/
WILL/MIN.

= 6 + _____ + _____
SPR   Misc   Misc

Morale Penalties:

SIZE AND SCALE

Scale: _____

Multiplier: x _____

Target: _____

Square Size: _____ m

GEAR

Total Carried: _____ kg   Encumbrance Step: _____ kg   Mobility Penalties: _____

WEALTH:

COMBOS

MAX COMBO COMPLEXITY (1 + Weapon or Ranged Skill) _____   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

Name	Cmplx
Attack	_+1_
Charge	_-1_

LUCK POINTS

_____ /Day   _____ Used

= Ranks in Luck

ACTION POINTS

_____ /Day   _____ Used

= Ranks in Heroics

NOTES

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

SKILLS & TECHNIQUES

Focus Skill:_____

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

Name	Ability	Rate	Ranks	Bonus
Techniques				

SPELLS

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____

NAME: _____

RANGE: _____ COMPLEXITY _____

CASTING TIME: _____ POWER _____

TARGETS: _____ DURATION: _____

EFFECT: _____

COMPONENTS _____