



Name \_\_\_\_\_  
Player \_\_\_\_\_

Title \_\_\_\_\_  
Campaign \_\_\_\_\_

Point Total \_\_\_\_\_  
Unspent Pts. \_\_\_\_\_

Basic Attributes		Secondary Characteristics	
	Cost	Current	Cost
<b>ST</b> Strength	<input type="text"/> [ <input type="text"/> ]	<input type="text"/>	<input type="text"/>
<b>DX</b> Dexterity	<input type="text"/> [ <input type="text"/> ]	<input type="text"/>	<input type="text"/>
<b>IQ</b> Intelligence	<input type="text"/> [ <input type="text"/> ]	<input type="text"/>	<input type="text"/>
<b>HT</b> Health	<input type="text"/> [ <input type="text"/> ]	<input type="text"/>	<input type="text"/>
<b>HP</b> Hit Points = ST		<input type="text"/>	<input type="text"/>
<b>Will</b> = IQ		<input type="text"/>	<input type="text"/>
<b>Per</b> Perception = IQ		<input type="text"/>	<input type="text"/>
<b>FP</b> Fatigue Pts. = HT		<input type="text"/>	<input type="text"/>

<b>Race</b>	<input type="text"/>	<b>Height</b>	<input type="text"/> m
<b>Gender</b>	<input type="text"/>	<b>Weight</b>	<input type="text"/> kg
<b>Age</b>	<input type="text"/>	<b>Size (SM)</b>	<input type="text"/>

**Description**

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Active Defenses					
Move	Dodge	Parry	Parry	Block	DR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BM modified by Encumbr.	BS+3 modified by Encumbr.	Unarmed 3+(Skill/2)	Weapon 3+(Skill/2)	3+(Skill/2)	Damage Resistance

Languages	Cost	Tech Level (TL)	Cost
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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**Cult. Familiarities**

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>Basic Speed</b> BS	<input type="text"/> ,	<input type="text"/> m	<input type="text"/>
	= (HT+DX)/4		
<b>Basic Move</b> BM	<input type="text"/>	<input type="text"/> m	<input type="text"/>
	= BS		
<b>Basic Lift</b> BL	<input type="text"/>	<input type="text"/> kg	
	= (STxST)/10		

Senses	Per
<b>Vision</b>	<input type="text"/>
<b>Hearing</b>	<input type="text"/>
<b>Taste/Smell</b>	<input type="text"/>
<b>Touch</b>	<input type="text"/>
<b>Notes</b>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Reaction Modifiers (Appearance, Status, Reputation)
<input type="text"/>
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Damage			
<b>Thrust</b> Thr	<input type="text"/>	<b>Swing</b> Sw	<input type="text"/>

Sanity	
<b>Stress</b> Penalty to Fright Checks, Self Control and HT-based rolls.	<b>Derangement</b> Penalty to Influence and Fright Checks.

<b>Fright Check</b>	<input type="text"/> Will
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Encumbrance	kg	Move	m	Dodge
None	= BL	BM		Dodge
Light	= BL x 2	BM x 0,8		Dodge -1
Medium	= BL x 3	BM x 0,6		Dodge -2
Heavy	= BL x 6	BM x 0,4		Dodge -3
X-Heavy	= BL x 10	BM x 0,2		Dodge -4

Advantages/Perks, Disadvantages/Quirks	Cost
<input type="text"/>	[ <input type="text"/> ]
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Skills	Level	Relative	Cost
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<input type="text"/>	<input type="text"/>	<input type="text"/>	[ <input type="text"/> ]

Default Influence Skills			
Name	Defaults	Name	Defaults
Diplomacy	IQ-6 Politics-6	Savoir-Faire	IQ-4 other
Fast-Talk	IQ-5 Acting-5	Sex Appeal	HT-3 -
Intimidation	Will-5 Acting-4	Sreetwise	IQ-5 -



**Name** \_\_\_\_\_  
**Player** \_\_\_\_\_

Advantages/Perks, Disadvantages/Quirks	Cost
_____	[ ]
_____	[ ]
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Skills	Level	Relative	Cost
_____	_____	_____	[ ]
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_____	_____	_____	[ ]
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_____	_____	_____	[ ]
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_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]

**Notes**

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	Cost
<b>Wealth</b> _____	[ ]
<b>Status</b> _____	[ ]
<b>Rank</b> _____	[ ]
<b>Occupation</b> _____	

**Allies, Enemies and Contacts**

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

	Cost
<b>Points Summary</b>	
Attributes/Secondary Characteristics _____	[ ]
Advantages/Perks/TL/Languages/Cult. Fam. _____	[ ]
Disadvantages/Quirks _____	[ ]
Skills/Techniques _____	[ ]
Other _____	[ ]



Name \_\_\_\_\_  
Player \_\_\_\_\_

HT \_\_\_\_\_ Damage Thrust \_\_\_\_\_ Swing \_\_\_\_\_  
Thr \_\_\_\_\_ Sw \_\_\_\_\_

Melee Attacks	Level	Damage	Reach	Parry	LC	Weight
					Legal. Class	kg
Bite (BRAWLING or DX)		thr-1 cr	C	-	-	-
Punch (BOXING, BRAWLING, KARATE or DX)		thr-1 cr	C	0	-	-
Kick (BRAWLING-2, KARATE-2 or DX-2)		thr cr	C, 1	-	-	-
Kick w. Boots (BRAWLING-2, KARATE-2 or DX-2)		thr+1 cr	C, 1	-	-	-

† Requires two hands  
‡ Requires two hands and becomes unready

C Cl. Comb. U Unbalanc.  
\* Rdy. Man.

Wounding Mod.	
pi-	x0,5
cut & pi+	x1,5
imp & pi++	x2
others	x1

Legality Class	
4	Open
3	Licensed
2	Restricted
1	Military
0	Banned

Range	m	2	3	5	7	10	15	20	30	50	70	100	150	200	300	500	700
Modifier		0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15

Ranged Attacks	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Weight
			Accuracy	m	Rate of Fire		Strength		Recoil	Legal. Cl.	kg

Bonus when aiming 1/2 Dmg./Max. range x1 = STx1 ! Full auto † Thrown () Rnds. to reload ‡ Req. two hands Penalty to Move&Attack or Holdout

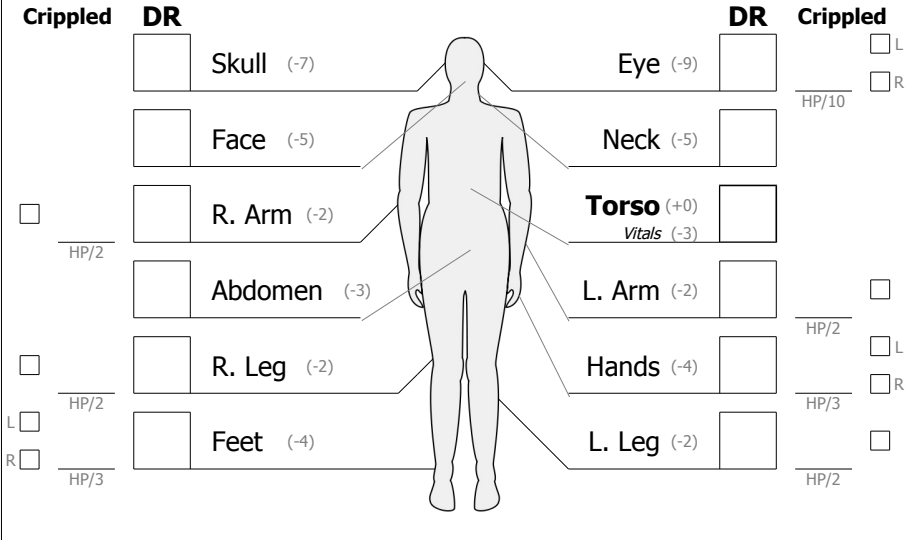
Equipment	LC	Weight
	Legality Class	kg

Equipment	LC	Weight
	Legality Class	kg

Current FP	_____
Current HP	_____

Major Wound	= 1/2	HP
Injury		
Reeling	= 1/3	_____
Collapsed	=	0
Check #1	= -1x	_____
Check #2	= -2x	_____
Check #3	= -3x	_____
Check #4	= -4x	_____
Dead	= -5x	_____
Fatigue		FP
Tired	= 1/3	_____
Collapsed	=	0
Unconc.	= -1x	_____

Hit Location	DR
3-4 Skull	
5 Face	
6-7 R. Leg	
8 R. Arm	
9-10 Torso	
11 Abdomen	
12 L. Arm	
13-14 L. Leg	
15 Hand	
16 Foot	
17-18 Neck	



**Skull:** extra DR 2; dmg x4; knockdown -10  
**Eyes:** same as skull without extra DR; imp, pi, burn attacks only  
**Face:** knockdown -5; corr x1,5  
**Neck:** cr, corr x1,5; cut x2  
**Vitals:** imp, pi x3; burn x2  
**Abdomen:** shock x2 for human males; knockdown -5  
**Arm/Leg:** pi+, pi++, imp x1  
**Hands/Feet:** as arm/leg

