

Name	Sex	Ht	Wt	Age	Race
Occupation	Eyes	Hair			Nat
					GM

Attributes

Cost	Mods	Level
_____	ST ()	<input type="text"/>
_____	DX ()	<input type="text"/>
_____	IQ ()	<input type="text"/>
_____	HT ()	<input type="text"/>
_____	()	<input type="text"/>
_____	()	<input type="text"/>

Mods	Level	Current
()	HP	<input type="text"/>
()	Fatigue	<input type="text"/>
()		<input type="text"/>
()		<input type="text"/>
()		<input type="text"/>
()		<input type="text"/>

Statistics

Mods	Level
()	Sight
()	Hearing
()	Taste/Smell
()	Fright
()	Will
()	
()	
()	
()	
()	
()	

Encumbrance

None	0	2 x ST	<input type="text"/>
Light	1	4 x ST	<input type="text"/>
Med	2	6 x ST	<input type="text"/>
Hvy	3	12 x ST	<input type="text"/>
X-Hvy	4	20 x ST	<input type="text"/>
1 Hand		12 x ST	<input type="text"/>
2 Hand		20 x ST	<input type="text"/>

Mods	Level
()	Base Spd
()	Move

Body Protection

	Head	Torso	Arms	Legs	Hands	Feet	All
PD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Other PD	<input type="text"/>			Other DR			

Active Defenses

Mods	Level
()	Dodge
()	Main Parry
()	H. T. H. Parry
()	Block
()	
()	

Basic Damage

Mods	Level
()	Thrust
()	Swing
()	Punch
()	Kick
()	
()	

Melee Weapons

Weapon	Skill	Parry	Swing DMG	Thrust DMG	Other DMG	Reach	ST	WT

Ranged Weapons

Weapon	Skill	Malf/Type	DMG	SS	Acc	.5 Dist	Max D	ROF	Shots	ST	WT	RCL	TL

Wealth

Points

Atts	<input type="text"/>	Other	<input type="text"/>
Ads	<input type="text"/>	Disads	<input type="text"/>
Skills	<input type="text"/>	Quirks	<input type="text"/>
Free	<input type="text"/>	Total	<input type="text"/>



Character Sheet
Version 2.0

