

NAME		HAND TO HAND COMBAT		BODY ARMOR	
O.C.C./R.C.C.					
ISP	PPE				
HIT POINTS	SDC/MDC	NUMBER OF ATTACKS:		ENVIRONMENTAL?	
DAMAGE	DAMAGE	STRIKE	PARRY	WEIGHT	
LEVEL	XP	DODGE	ROLL	MOBILITY	
ALIGNMENT		FALL	INITIATIVE	MDC BY LOCATION	
AGE	SEX	PULL	FLIP	HEAD ()	
HEIGHT	WEIGHT	BLOCK	THROW	MAIN BODY ()	
HAIR	EYES	KICK	IMPACT	L LEG ()	
TENDENCIES TOWARDS		CRITICAL		R LEG ()	
		KNOCK OUT		L ARM ()	
		DEATH BLOW		R ARM ()	
DISPOSITION		SPECIAL MANEUVERS:		SPECIAL SYSTEMS/NOTES	
FAMILY ORIGIN					
BIRTH ORDER					

ATTRIBUTES

	IQ	SKILL BONUS + %
	ME	SAVE VS. PSYCHIC ATTACK/INSANITY +
	MA	TRUST/INTIMIDATE %
	PS	HTH COMBAT DAMAGE +
	PP	PARRY, DODGE, AND STRIKE +
	PE	SAVE VS. COMA + % VS. MAGIC +
	PB	CHARM/IMPRESS %
	SPD	MAXIMUM RUNNING SPEED: MPH

O.C.C./R.C.C. SKILLS

[illegible]

O.C.C./R.C.C. RELATED SKILLS

[illegible]

SECONDARY SKILLS

[illegible]

WEALTH/ITEMS OF VALUE

[illegible][illegible]

POWER ARMOR/VEHICLE

[illegible]

BIONICS

[illegible]

SAVING THROWS

	LETHAL POISON
	NON-LETHAL POISON
	HARMFUL DRUGS
	ACIDS
	INSANITY
	PSIONICS
	MAGIC
	HORROR FACTOR

CLASS

M.D.C. BY LOCATION[illegible]

WATER SPEED:

NOTES:

WEAPONS SYSTEMS

NAME: _____

DAMAGE:

RANGE:

PAYLOAD:

NOTES:

NAME: _____

DAMAGE:

RANGE:

PAYLOAD:

NOTES: