BATTLELORDS™
OF THE TWENTY-THIRD CENTURY

SSDC inc.

ADVANCED CHARACTER RECORD SHEET

- The ideal solution to keep track of your high level Battlelords™ character
- Space for up to 62 Skills
- Stats and SMRs for two suits of armor
- 10 Weapon Slots
- Cybernetics Location and Stats

- Record up to 60 Matrix Powers and their stats
- Computer Section with Modules and Constructs
- Large space for Equipment
- Extensive space for campaign notes and character history
- Financial and Vehicle sections

The **ADVANCED CHARACTER RECORD SHEET** will allow the **BATTLELORDS**™ player much more room and freedom to list the assets and accomplishments of his more experienced character. More room has been added to each section, with each page containing specific groups of information. This character sheet works alone, or hand-in-hand with the Adventure Record Sheet, to give the player an easily read and adaptive reference to their character while they are playing.

Your NEW **Advanced Character Record Sheet** has some important functions that may not be obvious from the start. The features are discussed below.

Page 1 • Character Stats and Skills
This page contains the most often referenced parts of your character's makeup - his stats and skills. The "Points Accumulated in a Skill Field" section allows you to keep track of the fields in which your character has attained Mastery or Expertise. The small box in the top left corner of each Skill space lets you accomplish 2 things: first, place an "R" in the box to reference a skill contained on a Rent-A-Skill chip; second, place a "1" or "2" to reference a skill that has a -1 or -2 bonus due to Mastery or Expertise. The UPS (Unadjusted Percentage chance of Success) column is the total of your skill (level x 10) + Statistic Modifier. This column allows you to do this addition beforehand, speeding up game play. For example, if you have 10 levels of Basic Medical and a +25 skill bonus, you would write down 125 for your UPS. Then all you have to do when playing is subtract the difficulty (level of difficulty x 10) from your UPS.

Page 2 • Combat - Armor and Weapons
Include your Ranged Attack bonus and your Skill bonus with the Attack Number in each range bracket of the weapon section. This will give you a UAN (Unadjusted Attack Number) for each range bracket which will help speed up game play. For example, if your weapon has a 65 to hit in range bracket 3, and you have 5 levels of skill and a +05 Ranged Attack modifier, your UAN for that weapon in range bracket 3 would be 90 (65 + (5 levels x 04) + 05 Ranged Attack bonus). Make sure to fill in the Hand Attack Matrix fields according to your skill level—you won't have to reference the rulebook as often when using hand attacks. The UAN column is for your Attack Number (level of HTH Skill x 4) + your Hand Attack Agility bonus. The small boxes in the top corners of the Ammunition table allow you to write the number of the weapon that corresponds to the ammo listed.

Page 3 • Matrices and Equipment
Now you can list the majority of the stats that are attached to a particular matrix - this means less referencing the rulebook which corresponds to faster game play. Again, the small boxes in the corners of the Module Level boxes allow you to reference which computer that module/construct/accessory is associated with.

Page 4 • Character History and Assets
The new Vehicle section will allow you to note any vehicles your character owns or is using. You can also use this space to reference the stats of a K-Sat or Robot.

PLAYER ACCESSORY

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BATTLELORDS
OF THE TWENTY-THIRD CENTURY

Character Name	Date Created
Character Race	Total Experience
Player Name	Experience Available

Vital Statistics

STRENGTH

ENC:			MP	SQ	DL

Damage (DM):   Skill Bonus (SB):

MANUAL DEXTERITY

Ranged Attack Bonus (AB):

Skill Bonus (SB):

I.Q.

Power Points (PTS):   Skill Bonus (SB):

Maximum Languages (LANG):

AGILITY

Initiative Mod. (IM):   Defensive Mod. (DM):

Skill Bonus (SB):   Attack Bonus (AB):

CONSTITUTION

SS: RP: DD:

Body Points (BP):   SMR Bonus (SMR):

AGGRESSION

Chance to go Berserk:

Chance to go Suicidal:

INTUITION

Mental Bonus (MB):

Skill Bonus (SB):

CHARISMA

Reaction Modifier (RM):

Loyalty Base (LB):

SMRs

- CHEMICAL
- RADIATION
- BIOLOGICAL
- MENTAL
- POISON
- SONIC
- ELECTRICAL
- FIRE
- ACID
- COLD

Personal Info

Height	
Weight	

	SENSES	COMBAT INFO
Size Class	Vision Mod.	Current Body Points
Body Points	Smell Mod.	Body Threshold
Movement	Hearing Mod.	Initiative Mod.
Number of Attacks		Defensive Mod.
Damage/Attack		
Sponsor		Salary
Rank		Black Marks
Social Class	Hair Color	Eye Color
	Age	Sex

LANGUAGES

SPECIAL ABILITIES, QUIRKS, PHOBIAS

Secondary Statistics

Ter. Knowledge	Mil. Leadership	Persuasion	Bargaining

Points Accumulated in a Skill Field

SKILL FIELD	PTS.

OTHER SKILLS

SKILL NAME	LEVEL/MOD	UPS

Skills

Primary Occupation			Secondary occupation		
SKILL NAME	LEVEL/MOD	UPS	SKILL NAME	LEVEL/MOD	UPS
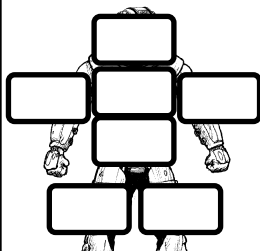
Armor

INTEGRITY	ABSORPTION	ABLATIVE LINER
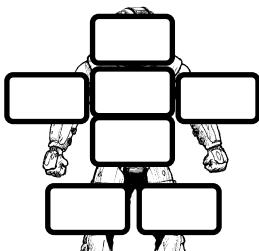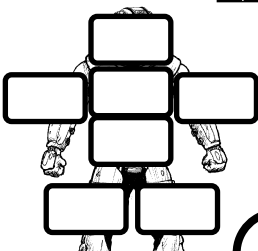
ARMOR OPTIONS

STREET CLOTHES (ABS. ONLY)
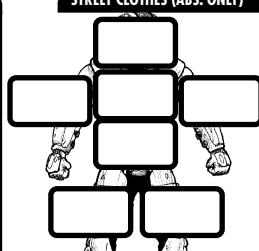
Armor Type	Threshold	ELE SMR	EMP SMR	FIR/ACID SMR	CLD SMR	ENC
Helmet Type	Threshold	ELE SMR	EMP SMR	FIR/ACID SMR	CLD SMR	ENC

Street Clothes Type1

PDS | Street Clothes Type2

TOTAL ENC | **INITIATIVE MOD**

Ranged Weapons

WEAPON NAME	ENC	1 0-5m	2 6-15m	3 16-25m	4 26-50m	5 51-150m	6 151-300m	7 301-750m	8 751m+	BONUS	MN	SS	ROF	Q	DAMAGE	AI DAM.	THR RED.
1																	
2																	
3																	
4																	
5																	
6																	

RANGE BRACKETS

Long Range/Crew Served Weapons/Missiles

WEAPON NAME	ENC	1 0-50m	2 51-150m	3 151-250m	4 251-500m	5 501-1000m	6 1001-2000m	7 2001-3500m	8 3501m+	BONUS	MN	SS	ROF	Q	DAMAGE	AI DAM.	THR RED.
7																	
8																	
9																	
10																	

RANGE BRACKETS

Hand-to-Hand Combat/Archaic Hand Weapons

HAND ATTACK MATRIX | SEGMENT1 | SEGMENT2 | SEGMENT3

WEAPON NAME	ENC	UAN	BONUS	ATTACK	PARRY	DISARM	SS	ROF	DAMAGE	DAM+	AI DAM.
Hand-to-Hand Combat	N/A						N/A		Real ☐ Temp ☐		
A											
B											
C											

Ammunition

NAME	QTY	DAMAGE	ENC
☐			
☐			
☐			
☐			
☐			
☐			

Bodily Disfunctions/Replacements & Enhancements

WOUNDS/CRITS TAKEN	CYBERNETIC/IMPLANT NAME	LOCATION	INTEGRITY	THRESHOLD	EMP SMR	ELE SMR

Grenades/Misc. Munitions

NAME	QTY	DAMAGE	ENC

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Matrix Powers

Matrix Controller Type		Level	Robe/Crystal			Power Points
Title		Mentor Name/Level/Title/Location			MC Experience Points	

MATRIX POWER NAME	PP	T	B	SMR	R	D	AE	MATRIX POWER NAME	PP	T	B	SMR	R	D	AE	MATRIX POWER NAME	PP	T	B	SMR	R	D	AE

Equipment/Assets

EQUIPMENT NAME		ENC	EQUIPMENT NAME	ENC
BRIs	MBRIs			

Computers

	COMPUTER NAME	CC	MC	IT	ON	ENC
1						
2						

ACCESSORY/MODULE LEVEL	CONSTRUCT/MODULE LEVEL

PLAYER ACCESSORY

Character History

Number of Missions	Prestige	Black Marks	Confirmed Kills	Medals/Awards

FRIENDS/PARTY MEMBERS	PLANETS VISITED

Campaign Notes

Vehicle/Ship Info

Finances

Cash on Hand	Funds in Bank	Loans
	Net Worth	Bills Due
Currency other than Alliance chits	Money to Collect	Credit Rating
Valuables	Credit Card 1 Name/Limit/Balance	
	Credit Card 2 Name/Limit/Balance	
	Credit Card 3 Name/Limit/Balance	

Networks/Contacts

NAME/LOCATION	NAME/LOCATION

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