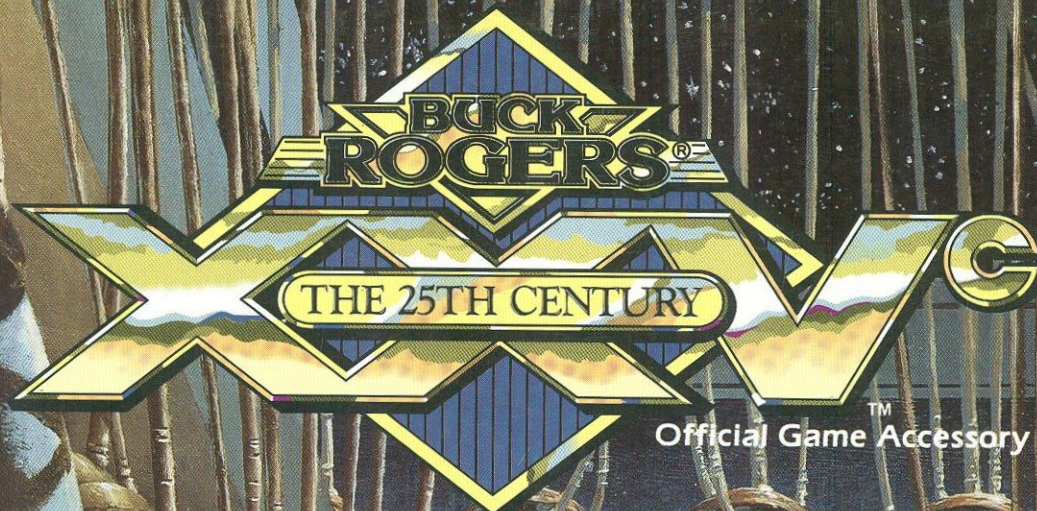
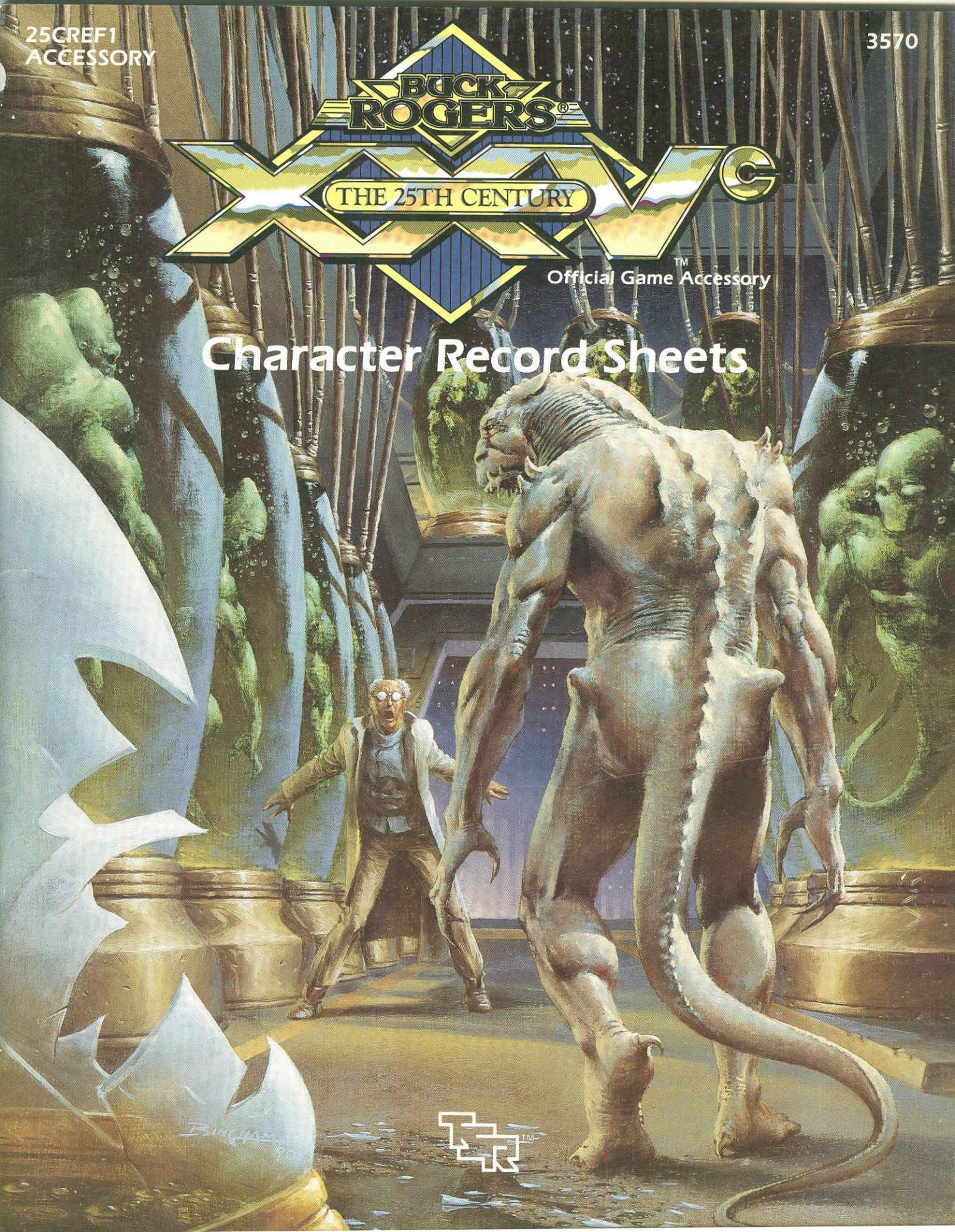
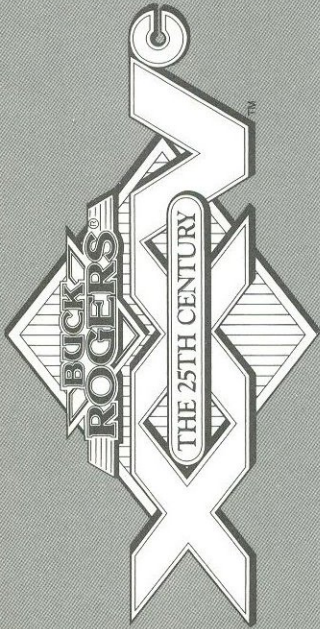




Official Game Accessory™

Character Record Sheets





Character Record Sheet

Player: Steven E. Schend
 Character: Natasha Ivanov
 Nickname/Alias: Soyoz IV
 Career: Warrior Level: 6
 Sex: Female Race: Terran

Abilities

Hit +1 Dam. +1 Wgt. 85 Lft. 220 Feat. 15%
 Adj. Initiative 1d10-1 Missile Attack + Defense AC -2
 Hit Point Bonus +4 System Shock 99%

STR	17
DEX	16
CON	18
INT	14
WIS	13
CHR	15
TECH	13

SAVING THROWS	Basic	Modifier + 1/3 Lvl's	Roll Needed
Explosion/Plasma	14	+2	12
Electric Shock	13	+2	11
Paralysis/Stun/Fall	15	+3	12
Toxic/Gas/Poison	14	+2	12
Suffocation	16	+2	14
Radiation	13	+2	11
Extremes of Heat	13	+2	11
Extremes of Cold	13	+2	11

THACO 15
 Normal THACO = 14
 Melee THACO = THACO + Str Bonus = 14
 Ranged THACO = THACO + Dex Bonus = 14

Hit Points

Permanent HP 78 Wounds/Current HP 66
 Hit Die d10

Weapon	ROF	Hit/Damage Adjustment
<u>Laser rifle</u>	<u>1</u>	<u>+2 (specialty)</u>
<u>Mono sword</u>	<u>1</u>	<u>+1 (specialty)</u>

Skills

Career Skill	Base Bonus [2]	Easy Avg. [1]	Diff. Imp. [1/2] [1/4]
<u>Battle Tactics</u>	<u>40/14</u>	<u>108</u>	<u>54</u> <u>27</u> <u>13</u>
<u>Demolitions</u>	<u>60/13</u>	<u>146</u>	<u>73</u> <u>36</u> <u>18</u>
<u>Leadership</u>	<u>15/15</u>	<u>60</u>	<u>30</u> <u>15</u> <u>7</u>
<u>Maneuver in Zero G</u>	<u>10/16</u>	<u>52</u>	<u>26</u> <u>13</u> <u>6</u>
<u>Move Silently</u>	<u>40/16</u>	<u>112</u>	<u>56</u> <u>28</u> <u>14</u>
<u>Notice</u>	<u>30/13</u>	<u>86</u>	<u>43</u> <u>21</u> <u>10</u>
<u>Repair Weapon</u>	<u>40/13</u>	<u>106</u>	<u>53</u> <u>26</u> <u>13</u>
<u>Use Rocket Belt</u>	<u>5/16</u>	<u>42</u>	<u>21</u> <u>10</u> <u>5</u>

General Skill

General Skill	Base Bonus	Easy Avg.	Diff. Imp.
<u>Planetary Survival</u>	<u>40/13</u>	<u>106</u>	<u>53</u> <u>26</u> <u>13</u>
<u>Planetology</u>	<u>40/14</u>	<u>108</u>	<u>54</u> <u>27</u> <u>13</u>
<u>First Aid</u>	<u>40/13</u>	<u>106</u>	<u>53</u> <u>26</u> <u>13</u>

Ammunition

Shots/Clip	Clips	Weight	Range	Clips used
<u>14</u>	<u>3</u>	<u>5</u>	<u>S(1/4) / M(1/2) / L(1)</u>	<u>0</u>
<u>1</u>	<u>1</u>	<u>1</u>	<u>750 / 1500 / 3000</u>	<u>1</u>

Equipment

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
Gillmask	backpack	3	Backpack	on back	2			
Light body armor	on person	15						
Protective goggles	on head	1/2						
Laser rifle		5						
Mono sword	on belt	1						
Spacer translator	on belt	1						
Breather Helmet	backpack	1						
Bioscanner	on belt	2						
Mess Kit	backpack	1						
Camplight	backpack	1 1/2						
Ration pack	backpack	2						
Rope	backpack	1						
Total Weight carried (Earth standard):							36	

Personnel File

Age: 23 Height: 5' 7 1/2" Weight: 115 lbs.
 Hair: Lt. brown Eyes: Brown
 Gen. Appearance: Long wavy hair usually kept loose. Meticulously clean.
 Personality: Soft spoken. Tendency for severe mood swings. Generally distrusts Martians and Mercurians.

Weight	Enc.	Unenc.
Earth (x1)	170 (max.)	85 (max.)
Luna (x6)	1,020 (max.)	510 (max.)
Mars (x2.5)	425 (max.)	213 (max.)
Mercury (x3)	510 (max.)	255 (max.)
Venus (x1.1)	187 (max.)	93 1/2 (max.)

Movement

Run: 600 Climb: 150 Swim: 300
 Encumbered: All movement at 1/2 normal.

Experience

Current: 32,742
 Combat: +
 Skills: +
 Role Play: +
 Misc.: +

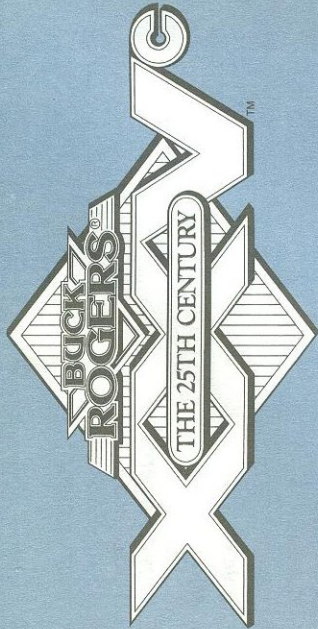
New current/
 Total exp.: 32,742
 Next Level: 64,000

NOTES/Personal History:

Was born in Gdansk, USSR. Family killed by a manufactured virus. She was adopted by Venusians, where fear and hatred for the Martians was strongly instilled in her psyche. At 18, she left Venus and lobbied for entrance into 'The Phoenix', an Earth liberation movement similar to 'NEO.' She now works as a tactician and demolitions expert for Regal Bacci.

Firste Luna Acct. # A 6 B - 3 M 7 - 2 5 7
 Currency 125 cr Credits on Account/Card 13,121 cr

Character Holographic
 Trace Pattern



Character Record Sheet

SAVING THROWS	Basic	Modifier + 1/3 Lvl's	Roll Needed
Explosion/Plasma	14	—	—
Electric Shock	13	—	—
Paralysis/Stun/Fall	15	—	—
Toxic/Gas/Poison	14	—	—
Suffocation	16	—	—
Radiation	13	—	—
Extremes of Heat	13	—	—
Extremes of Cold	13	—	—

THACO		
Normal THACO =	—	
Melee THACO = THACO + Str Bonus =	—	
Ranged THACO = THACO + Dex Bonus =	—	

Weapon	ROF	Hit/Damage Adjustment	THACO	Damage	Range	Weight	Clips	Shots/ Clip	Shots Fired	Clips used
					S(1/4) / M(1/2) / L(1)					

Player: _____
Character: _____
Nickname/Alias: _____
Career: _____ Level: _____
Sex: _____ Race: _____

Abilities

STR	Hit Adj.	Dam. Adj.	Wgt.	Lift	Feat
DEX	Initiative 1d10-	Missile Attack +			Defense AC -
CON	Hit Point Bonus +	System Shock			
INT					
WIS					
CHR					
TECH					

Armor Class
Combat AC _____
Armor AC _____
Armor Type (pieces) _____

Hit Points

Permanent HP _____ Wounds/
Current HP _____ Hit Die _____

Ammunition

Weapon	ROF	Hit/Damage Adjustment	THACO	Damage	Range	Weight	Clips	Shots/ Clip	Shots Fired	Clips used
					S(1/4) / M(1/2) / L(1)					

Equipment

[illegible]

Personnel File

Weight	Enc.	Unenc.
Earth (x1)		
Luna (x6)		
Mars (x2.5)		
Mercury (x3)		
Venus (x1.1)		

Age: _____ Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Gen. Appearance: _____
 Personality: _____

Equipment/Power Packs	Charges Used

Movement

Movement

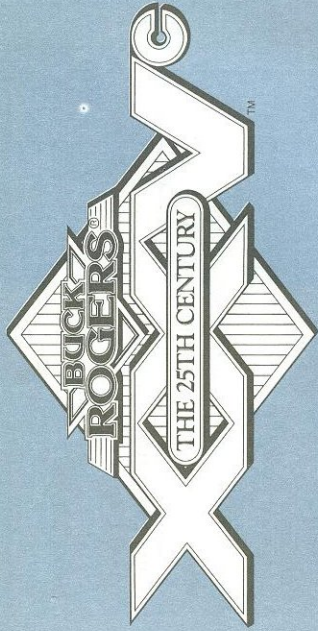
NOTES/Personal History:

Experience

Experience Current: Combat: + Skills: + Role Play: + Misc.: + New current/ Total exp.: Next Level:
--

Firste Luna Acct. # _____
Currency _____ Credits on Account/Card _____

Character Holographic Trace Pattern



Character Record Sheet

SAVING THROWS	Basic	Modifier + 1/3 Lvl's	Roll Needed
Explosion/Plasma	14	—	—
Electric Shock	13	—	—
Paralysis/Stun/Fall	15	—	—
Toxic/Gas/Poison	14	—	—
Suffocation	16	—	—
Radiation	13	—	—
Extremes of Heat	13	—	—
Extremes of Cold	13	—	—

THACO	ROF	Hit/Damage Adjustment
Normal THACO =	—	—
Melee THACO = THACO + Str Bonus =	—	—
Ranged THACO = THACO + Dex Bonus =	—	—

Player: _____
 Character: _____
 Nickname/Alias: _____
 Career: _____ Level: _____
 Sex: _____ Race: _____

Abilities

STR	DEX	CON	INT	WIS	CHR	TECH

Hit Adj.	Dam. Adj.	Wgt.	Lift	Feat
Initiative 1d10-	Missile Attack +			Defense AC -
Hit Point Bonus +	System Shock			

Armor Class

Combat AC

Armor AC

Armor Type (pieces)

Hit Points

Permanent HP: _____
 Wounds/Current HP: _____
 Hit Die: _____

Ammunition

Weapon	ROF	Hit/Damage Adjustment	THACO	Damage	Range	Weight	Clips	Shots/Clip	Shots Fired	Clips used
					S(1/4) / M(1/2) / L(1)					

Equipment

[illegible]

Personnel File

Weight	Enc.	Unenc.
Earth (x1)		
Luna (x6)		
Mars (x2.5)		
Mercury (x3)		
Venus (x1.1)		

Movement

Movement	Run:	Climb:	Swim:	Encumbered: All movement at 1/2 normal.
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Experience

Experience	Current: Combat: + Skills: + Role Play: + Misc.: +	New current/ Total exp.:	Next Level:
---------------------	---	-------------------------------------	--------------------

Character Holographic Trace Pattern

Age: _____ Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Gen. Appearance: _____
 Personality: _____

NOTES/Personal History:

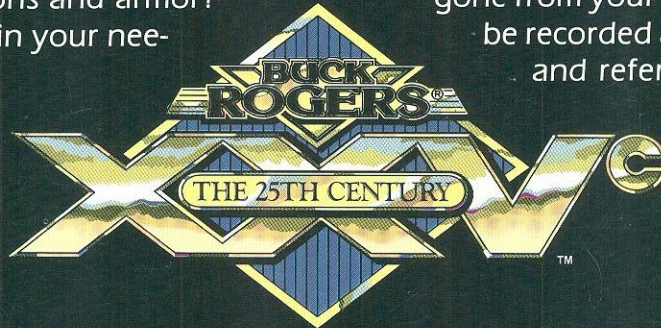
NOTES/Personal History:

Firste Luna Acct. # _____
 Currency _____ Credits on Account/Card _____

Character Record Sheets

How many credits do you have on hand to bribe that Terrine? Does your engineer still have that tool he picked up on Mercury? How quickly does your warrior move, loaded down with all his weapons and armor? How many shots remain in your needle gun?

All these questions and more can now be answered with a glance at your new character



sheets for the XXVc™ Role-Playing Game. Your skills and their ratings are now immediately accessible. Everything from your weight on various planets to how many charges are gone from your various power packs can be recorded and easily found. Players and referees alike will spend less time hunting for numbers and notes, accelerating your games to the speed and pace of the 25th century!

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