	Name:			leigh	t:cm	Age: Background:
BLACKSBURG TACTICAL RESEARCH CENTER	Occupatior	า:	V	Veigh	nt:kg	Appearance:
Level Ap	т Ртs					
STR		Carried items Hat	Size Ma		Melee defense Base defense	: Punch :
AGL			·	_kg _kg	plus Dodge plus Block plus both	: Kick :
AWR		Shirt pocket		_kg _kg		
WIL			·	kg kg		
HLT		Jacket		_kg		
			·	kg kg kg		
	Penalty		·	kg kg		
Half encumbered (STR ² x .5) Full encumbered (STR ² x 1)	kg -2	Trouser pocket		_kg _kg		
3x encumbered (STR ² x3)	kg -4 kg -6 kg -8			kg kg		
5x encumbered (STR ² x5)	kg -10	Boot/ankle		_kg		
Ads & Disads:	AP SP		·	kg kg kg		
		Jewelry, etc.:		_kg		
	.		·	_kg _kg		
	[Other:		_kg		
Base amount				_kg _kg	Health & Armor	☐=Non-lethal ⊠=Lethal ●=HLT
Total AP and SP			·	kg kg		() AV:/
Skills: Level C	ost Exp.		·	kg kg kg		
	!		·	kg kg kg	AV:/_	
				_kg _kg _kg		
			·	kg kg kg		
	:		·	kg kg kg		2 AV: _/6 AV: _/
	:		·	kg kg	Exertion	AV:/ AV:/ Whole body
	[Permanent Inju	iry Recor	_kg d		
	[Current HLT	
	I Ir	ASP's				
Total skill cost	SP					

MAY BE PHOTOCOPIED FOR PERSONAL USE

Vehicle record Name :		V Size Mass Location Notes kg
Passengers : Cargo : Range : Fuel : Notes:	Guns Caliber DV	Init.mod Rg.mod Size Mass ROF Clip AV Cost
Vehicle record Name : Front : Top : Sides : Rear : Bottom : Windows : Controls : Engine : Max : Acc/Dec : Turn : Passengers : Range : Fuel : Notes: : . : <t< th=""><th>Cash flow Location </th><th>Amount Under what name Cr </th></t<>	Cash flow Location	Amount Under what name Cr
Papers and ID Real/Forged Good until		

		Heigl	nt:cm	Age: Background:
BLACKSBURG TACTICAL RESEARCH CENTER OCCUPAT	on:	Weig	ht:kg	Appearance:
Level Apt Pts				
STR	Carried items Hat		Melee defense Base defense	
AGL		kg kg	plus Block	: Kick :
	Belt pouch	kg	plus both	: Damage :
		kg kg		
	Tunic	kg		
		kg kg		
		kg kg		
Carrying capacity: Mass Penalty		kg kg		
Unencumbered (STR ² x .25)kg -0 Half encumbered (STR ² x .5)kg -1 Full encumbered (STR ² x 1)kg -2	Breeches	kg		
2x encumbered (STR ² x2)kg -4		kg kg		
3x encumbered (STR2x3)kg-64x encumbered (STR2x4)kg-8		kg		
5x encumbered (STR ² x5)kg -10	Boot/ankle	 kg		
Ads & Disads: AP SP		kg		
		kg kg		
	Jewelry, etc.:			
		kg kg		
		kg kg		
	Other:		Health &	⊠=Non-lethal ⊠=Lethal ●=HLT
Base amount		kg kg	Armor	
Total AP and SP		kg kg		() AV:/
Skills: Level Cost Exp.		kg kg		
		kg kg		A
		kg kg	AV:/_	
		kg kg	////	
		kg kg		AV: <u>3-4</u>
		kg kg		
		kg kg kg		
		kg		AV: _/_
		kg kg	Exertion	
		kg		
	Permanent Inju	iny Record	Current	
			HLT	
	ASP's			
Total skill cost SP				

MAY BE PHOTOCOPIED FOR PERSONAL USE

Creative record		Equipment	Δ\/	Sizo	Mass I	ocation I	Notos		
Creature record			Av	5126					
Name :					kg _				
OTD									
STR : AGL :									
AWR :									
WIL :									
HLT : POW :									
FOW					-				
Size mod. :					kg _				
Toughness :					-				
AV : Max spd. :m/sec									
Acc :									
		Dengedweenene	Coliber DV/	oit mod	Damad	Cizo M			AV/ Coot
Bite DV : Skill Strike DV : Skill	:	Ranged weapons	Caliber DV I	nit.moa	Rg.moa	Size IVI	_kg _	OF Clip	AV Cost Cr
Other DV : Skill	:						kg		Cr
Other DV : Skill	:						_kg _		Cr
Notes:							_kg _		Cr
		Melee weapons	Damage type	DV	Init.mod	Length	Size		AV Cost
				_/	_/			kg _	Cr
				_/	/			kg _ kg _	Cr Cr
				/				kg	Cr
				_/	_/			kg _	Cr
		Cash flow	Location			Amo	unt L	nder wha	t nomo
Creature record		Cash now							
Name :							Cr		
OTD									
STR : AGL :							0 _		
AWR :		Paranormal powers							
WIL :		·							
HLT : POW :									
Size mod. :									
Toughness : AV :						_			
Max spd. :m/sec									
Acc :									
Bite DV : Skill Strike DV : Skill	· :								
Other DV : Skill	:								
Other DV : Skill	:	Como history, shorest	or notoo oto						
Notes:		Game history, charact	er notes, etc.						
Papers and ID	Real/Forged Good until								
<u></u>									

BASIC RULES



Equipment & notes

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