

CHARACTER:	PLAYER:
-------------------	----------------

SECONDARY / COMBAT STATISTICS

	Base	Mod	Total	CPs
Agility				
Dexterity				
Endurance				
Strength				
Charisma				
Perception				
Reason				
Willpower				
Essence				

Karma:		Karma Lim:		Initiative:		Enc:	
		Resilience:		Mass:		Stun:	
Move:		Walk:		Run:		Sprint:	
Shock:		Basic	x2	x3	x4	x5	x6
Wound Level:		G	L	M	H	S	M
Wound Points:							
Location:							
1: Head *		000	00	O	O	O	O
2-4: Chest *		000	00	O	O	O	O
5-6: Abdomen*		000	00	O	O	O	O
7: Left Arm		000	00	O	O	O	O
8: Right Arm		000	00	O	O	O	O
9: Left Leg		000	00	O	O	O	O
10: Right Leg		000	00	O	O	O	O
Modifiers:		0	-1	-2	-3	-4	-5

[illegible]

BCS	Ease Factor:											
	1/2	1	2	3	4	5	6	7	8	9	10	
2	1	2	4	6	8	10	12	14	16	18	20	
3	2	3	6	9	12	15	18	21	24	27	30	
4	2	4	8	12	16	20	24	28	32	36	40	
5	3	5	10	15	20	25	30	35	40	45	50	
6	3	6	12	18	24	30	36	42	48	54	60	
7	4	7	14	21	28	35	42	49	56	63	70	
8	4	8	16	24	32	40	48	56	64	72	80	
9	5	9	18	27	36	45	54	63	72	81	90	
10	5	10	20	30	40	50	60	70	80	90	100	
11	6	11	22	33	44	55	66	77	88	99	110	
12	6	12	24	36	48	60	72	84	96	108	120	
13	7	13	26	39	52	65	78	91	104	117	130	
14	7	14	28	42	56	70	84	98	112	126	140	
15	8	15	30	45	60	75	90	105	120	135	150	
16	8	16	32	48	64	80	96	112	128	144	160	
17	9	17	34	51	68	85	102	119	136	153	170	
18	9	18	36	54	72	90	108	126	144	162	180	
19	10	19	38	57	76	95	114	133	152	171	190	
20	10	20	40	60	80	100	120	140	160	180	200	
21	11	21	42	63	84	105	126	147	168	189	210	
22	11	22	44	66	88	110	132	154	176	198	220	
23	12	23	46	69	92	115	138	161	184	207	230	
24	12	24	48	72	96	120	144	168	192	216	240	
25	13	25	50	75	100	125	150	175	200	225	250	
26	13	26	52	78	104	130	156	182	208	234	260	
27	14	27	54	81	108	135	162	189	216	243	270	
28	14	28	56	84	112	140	168	196	224	252	280	
29	15	29	58	87	116	145	174	203	232	261	290	
30	15	30	60	90	120	150	180	210	240	270	300	

SAGE CHARACTER SHEET / SIDE 2

Character:	Player:
------------	---------

ADDITIONAL SKILLS / ADVANTAGES / FLAWS

Skill / Advantage / Flaw	Level	CPs	Skill / Advantage / Flaw	Level	CPs

CHARACTER DETAILS

Race:	Subspecies:	Age:
Archetype/ Profession:	Height:	Mass:
	Hair:	Eyes:
Physical Description:	Aging Points:	
	Aging Modifiers:	
Background:	Specific Wound Effects:	
	Wealth, on person:	
Personality:	Account(s):	
	Other assets:	

MOVEMENT, FATIGUE, AND ENCUMBRANCE DETAILS

Move Rating:	Walk:		Run:		Sprint:		Swim:		Leap:	
Enc Rating:	-4	-3(Carry)	-2	-1	0 (Lift)	+1	+2	+3(Max)	Current:	
Fatigue(short term):	Fatigue (long tem)		Fatigue Total:		Basic	x2 (-1)	x3 (-2)	x4 (-3)	x5 (-4)	x6(-5)

ARMOR

Armor	Slash	Pierce	Projectile	Energy
Head				
Torso				
Arms				
Legs				
Mass, Total:	Bulk:	Agl(-)	Dex(-)	
Mass, Arms:	Armor Dmg:			
Mass, Legs:				

OTHER POSSESSIONS

Item	Mass

WEAPONRY

Weapon	PR/DR	Range	Recoil	Bursts	Accuracy	Init Mod	Length	Mass