Action Character

Name _____ Player _____ Point Total _____

Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____

Appearance _____

				CURRENT	
ST		[ ]	HP		[ ]
DX		[ ]	Will		[ ]
IQ		[ ]	Per		[ ]
HT		[ ]	FP	CURRENT	[ ]

MOVE

DR

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____

BASIC SPEED _____ [ ] BASIC MOVE _____ [ ]

ENCUMBRANCE

None (0) = BL	_____
Light (1) = 2 × BL	_____
Medium (2) = 3 × BL	_____
Heavy (3) = 6 × BL	_____
X-Heavy (4) = 10 × BL	_____

ACTIVE DEFENSES

Dodge	Parry	Block

REACTION MODIFIERS

Appearance _____

Status _____

Reputation _____

ADVANTAGES & PERKS

_____ [ ]

DISADVANTAGES & QUIRKS

_____ [ ]

SKILLS

Name Level

_____ [ ]

Action Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

MONEY

POSSESSIONS

Item	Location	Cost	Weight
	Totals:	$	Lbs.

CHARACTER NOTES