

Other Personae:

Location:

MENTAL:	PHYSICAL:	SPIRITUAL:
Effective Level: _____	Wound Level: _____	Effective Level: _____
Current Value: _____	Critical Level: _____	Current Value: _____
	Recovery Level: _____	
	Current Value: _____	
Mnemonic:	Muscular:	Metaphysical:
MMCap: _____	PMCap: _____	SMCap: _____
MMPow: _____	PMPow: _____	SMPow: _____
MMSpd: _____	PMSpd: _____	SMSpd: _____
Reasoning:	Neural:	Psychic:
MRCap: _____	PNCap: _____	SPCap: _____
MRPow: _____	PNPow: _____	SPPow: _____
MRSpd: _____	PNSpd: _____	SPSpd: _____

Weapons:

High PMPow Bonus: + _____ High Melee STEEP Bonus: + _____ High Missile STEEP Bonus: + _____

Perception Bonus: _____ %

Weapon: _____	BAC: _____	# of Attacks: _____
Damage Dice: _____	Damage Modifier: + _____	Weapon Durability: _____
PM/PN Spd: _____	- Speed Factor _____	- Armor Factor: _____
		= Base Initiative: _____

Weapon: _____	BAC: _____	# of Attacks: _____
Damage Dice: _____	Damage Modifier: + _____	Weapon Durability: _____
PM/PN Spd: _____	- Speed Factor _____	- Armor Factor: _____
		= Base Initiative: _____

Weapon: _____	BAC: _____	# of Attacks: _____
Damage Dice: _____	Damage Modifier: + _____	Weapon Durability: _____
PM/PN Spd: _____	- Speed Factor _____	- Armor Factor: _____
		= Base Initiative: _____

Armor:*Speed Factors:*

	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
U							
S							
V							
N							

K/S Areas:

K/S AREA	STEEP	K/S AREA	STEEP	K/S AREA	STEEP