SpaceMaster™ Character Sheet   Ver. 1.02

Player:					

Statistical bonus record

Stat:	Temp:	Pot:	Race:	Total:	Dev.Pt:
Co					
Ag					
Sd					
Me					
Re					
St					
Qu					
Pr					
In					
Em					

Name:
Profession:
Sex:
Age:
Race:
Weight:
Height:
Hair:
Eyes:
Apperance:
Other Character Notes:

Da' Money

Cash on hand :
Account :

Resistance roll modifiers:

	Stat Bonus	Special Bonus	Race Bonus	Total
Poison (-)				
Disease (Co)				
Heat (-)				
Cold (Co/2)				
( )				
( )				
( )				

Level/Experience:_____ / _____

Soul Departure:_____rnds.

Skill Record:

Skill/Ability		Stat Bonus	Special Bonus	Lvl Bonus	Rank Bonus	Total Bonus	Ranks	Cost
Body Dev.	(Co/Co/Sd)							
Climbing	(Ag/Ag/Qu)							
Swiming	(Co/Ag/St)							
Alertness	(In/In/Sd)							
Stalking	(Ag/Sd/In)							
Hiding	(Ag/Sd/In)							

Movement & Encumberance:

Base Movement Rate   (50'+stride+3Qu)   :_____ft./rnd.
Encumberance Unit *(weight/10)*
:_____kg
Mass Carried
:_____kg
Encumberance Penalty
:_____
Mass Worn

(See page P70 for more info.)

Equipment

Description	Placement	Mass (kg)

Combat Record

Body Development :_____	Defensive Record	Melee Weapon Record				

Defensive Record

Qu Bonus :_____
Armor Penalty :_____
Armor Bonus :_____
Special :_____
Item :_____
_____ :_____
_____ :_____

Total :_____

Armor Type :_____

Hits per Round :_____
Min Hits (-Temp. Co) :_____

Melee Weapon Record

Weapon Type	Fumble Range	Weapon Bonus	Skill Bonus	Total Bonus

Missile Weapon Record

Weapon Type	Rate	Fumble Range	B# / R#	Skill Bonus	Total Bonus	Weapon Ranges				Weapon Range Modifiers			
						Point Blank	Short Range	Medium Range	Long Range	Point Blank	Short Range	Medium Range	Long Range

Initiative Record

Base: _____
_____
_____
_____
_____
_____
Total: _____