Space Master™

Character Sheet

Ver. 2.02

Player:			Statistical bonus						Money							
Name:			Stat:	Tem	p: P	ot:	Race	: Total:	Dev.Pt:	Cash on h	nand :					
Profession:			Co							Elmonits	:					
Sex:			Ag		+						Res	sis	tance	e rolls	S	
Age:			Sd	 	+								Stat	Special	Race	Total
Race:			Me	\vdash	+			+		Poison	(Co)		Bonus	Bonus	Bonus	
Weight:			Re	\vdash	+					Disease						
Height:			St	-	+					Psions (S						
Hair:				-	_					1 01010 (0	()				
			Qu								(<u>, </u>				
Eyes:			Pr		\perp						()				
Apperance: Other Character Notes:			In		\perp						()				
			Em								()				
	Level/Experience: /							Soul D	enar	tur	٥.		rr	nde		
	Level	Soul Departure:rnds.														
	Move							ement & Encumberance								
Skill			al Lvi is Bonus	Rank	Total Bonus	Ranks	Cost	Base Mov	vement Ra	ate	(50'+stı	ride-	+3Qu)	:	ft./i	rnd.
Body Dev.	Bollus	Вопо	is Bollus	Bollus	Bollus	+			erance Uni	t (weight/10	o)		,			
			+			\vdash		: Mass Car	kg							more
		\vdash	+		_	\vdash										70 for
	-	┢	_			╫	\vdash	Encumbe	kg erance Per	nalty					(See page P70 for more info.)	
	-	┢	+			₩	\vdash	: Mass Wo	orn .	_						
		┡				╄		maco rro								
		┞		Equipment On Person												
		<u> </u>	\perp						Desc	cription			Plac	ement	Mas	ss (kg
															1	
		 	+			1									+	
		╁	+		_	\vdash	+								+	
	-	├	+			╫	\vdash								+	
		┢	+			┢									+	
	_	├				╀									+	
		┞				╄	\perp									
		┞				ــــــــــــــــــــــــــــــــــــــ	\perp									
		\vdash				\vdash									+	
		\vdash	+			\vdash	+								+	
	+	\vdash				+	+								+	
	+	\vdash	+			+									+	
		├				┢									+	
	_	┡				╙	\vdash								+-	
		┞				ــــــ	\perp									
	1					T									1	
	\vdash	\vdash	+			T	\vdash								+	
	+	\vdash			\vdash	\vdash	+								+	
	+	\vdash	+	\vdash	\vdash	\vdash	\vdash								+	
	1	\vdash				+	+								+	
	1	├				\vdash	\perp								+	
	1	1				1										

Body Dev. DefensE					Close Combat Weapons									
		Qu Bonus	:		West	non Tv	20		Fumble	Weapon	Skill	Total		
		Armor Pen	aity :		vvea	pon Ty _l	pe		Range	Bonus	Bonus	Bonus		
		Armor Bon Special	us :		-									
		Item	:											
		-	— :		-									
					-		Twi		ive De	l cond				
Hits per round :	Total	:		-				ive Re						
Min hits	·	Armor Type	e :		Base	e:	_ Mod	l:	Mc	od:	Total:			
Ranged W						ns								
Ranged Weapons	Rate	Fumble	Skill	Total	Point	Weapon I Short	Ranges Medium	Lor	ng Poir	nt Short	Range Modifi Medium	ers Lona		
		Range	Bonus	Bonus	Blank	Range	Medium Range	Lor Ran	ge Blar	nk Range	Range	Long Range		
		+												
		1												
P	sions						Other	Equ	uipme	nt & No	tes			
	+													
	_													
	+													
	+													
	\top													
	_													
	+													
	+													
	+													
	\bot													
	_													
	+													
	+													
	+													
	+													
	\top													