PSRPS - Basic CHARACTER SHEET

PLAYER

NAME

B.DATE **AGE**

MANIPULATIONS

PH		**FIT**		**INT**	
DEF		**PER**		**CHA**	
Q		**MND**		**LCK**	

XP | XP BASE (PER+INT)x2

LEARN BONUS
PER+MND+INT

MOVE Q+DEF-PH	+Sprint	Mps	Scale	Std	Sprint

FUNDS:

EQUIPMENT

Body Combat

	RNG	INIT	PAR	DGE	HIT
Stat					
Mod	x4				
+1D10					

Throw	Mod	
Punch	Mod	
Kick	Mod	

DMG | Mod | 100%

1-5	6-10	11-15	16-20	21-25	26-30

Melee Weapon Statistic

Name

	RNG	INIT	PAR	DGE	HIT
Stat					
Mod					
+1D10					M / R

HND

GWP

DMG | Mod | 100%

1-5	6-10	11-15	16-20	21-25	26-30

Complete / Missile Weapon Statistic

Name

	RNG	INIT	PAR	DGE	HIT
Stat					
Mod					
+1D10					M / R

HND

GWP

DMG | Mod | 100%

CAP	ROF			REC	RL	AMMO
	I	B	S			

Remaining

1-5	6-10	11-15	16-20	21-25	26-30

Complete / Missile Weapon Statistic

Name

	RNG	INIT	PAR	DGE	HIT
Stat					
Mod					
+1D10					M / R

HND

GWP

DMG | Mod | 100%

CAP	ROF			REC	RL	AMMO
	I	B	S			

Remaining

1-5	6-10	11-15	16-20	21-25	26-30

FATIGUE & TRAUMA (PH + FIT)x2 +

	Light	Mild	Heavy	Serious	Critical	Deadly
	1 to	to	to	to	to	to
KO/D	0	0	0	TN12	TN15	Auto
Penalty	0	-1	-3	1/2	1/4	KO
S/H	0	0	0	1D10/2	1D10	1D10

Knock Down Value

CS	+ PH x2	Total

Armour

Type	AC	TOU	TOUxAC	Stealth
Sub Total	Max 23			

Total Armour Value

AC	TOU

Notes

Magic Resistance	MND	IMR	Total	**PMA** (PER+MND+INT)/3	**MEP**

Spell / Talent / Recipe	MEP	RNG	DUR	CAST	TN(Roll)

Specialisation	**Base**	**Manipulation**	**Total**
RNG		**PH**	
INIT		**Q**	
PAR		**DEF**	
HIT		**DEF**	
THROW		**DEF**	
DMG		**PH**	

Skill	**Base**	**Manipulation**	**Total**