

Name:

Species:

Rank:

Description:

Size:

Movement:

Strength

Bonus

Add to HTH Roll

Dexterity

Bonus

Add to HTH Roll
Add to Init Roll

Luck

Bonus

Add to Defense Roll

Mentality

Bonus

Add to Psionics Roll

Charisma

Bonus

Constitution

Bonus

Current Constitution

1/2 CON = Unconscious
0 CON = Dead



Combat

Total Init Mod:

H-H Class:

Strength

Dexterity

H-H Mod:

H-H Mod:

**Total
H-H Mod**

Ranged Hits

PB	CL	MD	LG	EX
1	2-15	16-60	61-150	151+

**Total
Defense Mod**

Armor:

Init Mod:

Armor Rating

Weapons

Weapon

Init Mod

ROF

Rounds

Reload

Range

Ranged/Dice

PB CL MD LG EX

H-H Damage

Dice

Equipment

Psionics