NPC's Concept

Character Name: _____

Hero Type: _____

Character Race: _____

Personality: _____

Description: _____

_____

_____

NPC's Attributes

	FULL	1/4	1/10	MOD
Agility				
Awareness				
Beauty				
Charisma				
Dexterity				
Health				
Intellect				
Luck				
Strength				
Willpower				

NPC's Skills

Skill / Specialization	Base	Bought	Total

NPC's Defenses

Armor	PV	Penalty	Lbs.

Shield	D.T. Bonus	Lbs.

Helmet	Head PV	Penalty	Lbs.

Full DT ____ **½ DT** ____ **¼ DT** ____

NPC's Statistics

Injury Points — Total ____ Current ____ Accumulated ____ Heals 1d10 + _____ IP every _____

Sanity Points — Total ____ Current ____ Heals 1d10 + _____ SP every _____

Actions _____ Primary _____ Floating

Movement _____ Walk _____ Jog _____ Trot _____ Run

Encumbrance _____ No _____ Light _____ Medium _____ Heavy _____ Max _____ Lift

Jumping Standing Jump _____ Running Jump _____

Drain ____ Current — Drain Recovery Per Hour of ... ____ Active ____ Rest ____ Sleep

NPC's Weapons

Weapon	Skill	1	2	3	4	5	6	7	8	9	0	1/10 STR	1/10 Skill	ROF	Ammo	Lbs.	Eff. Range	Max Range	Range Penalty