

Sidekick's Concept

Character Name: _____

Hero Type: _____

Character Race: _____

Personality: _____

Description: _____

Sidekick's Skills

Skill / Specialization	Base	Bought	Total

Sidekick's Defenses

Armor	PV	Penalty	Lbs.
Shield	D.T. Bonus	Lbs.	
Helmet	Head PV	Penalty	Lbs.
Full DT <input style="width: 40px;" type="text"/>	1/2 DT <input style="width: 40px;" type="text"/>	1/4 DT <input style="width: 40px;" type="text"/>	

Sidekick's Weapons

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

Sidekick's Attributes

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

Sidekick's Statistics

Injury Points Heals 1d10 + _____ IP every _____

Total Current Accumulated

Sanity Points Heals 1d10 + _____ SP every _____

Total Current

Actions _____ _____ Sidekicks do not gain additional actions.

Primary Floating

Movement _____ _____ _____ _____

Walk Jog Trot Run

Encumbrance _____ _____ _____ _____ _____ _____

No Light Medium Heavy Max Lift

Jumping Standing Jump _____ Running Jump _____

Drain **Drain Recovery Per Hour of ...**

Current Active Rest Sleep