

BATTLELORDS

OF THE TWENTY-THIRD CENTURY

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CHARACTER RECORD SHEET

Vital Statistics

Strength	Encumbrance	55/120/160	Damage Bonus	+3
102	Skill Bonus	+15	Military Press	260
Manual Dexterity	Ranged Attack Bonus	+04		
92	Skill Bonus	+15		
I.Q.	Power Points	3	Skill Bonus	+20
94	Maximum Languages	8		
Agility	Initiative Modifier	-2	Defensive Modifier	-10
104	Skill Bonus	+10	Hand Attack Bonus	+12
Constitution	System Shock	90+3	Resurrection	80+3
105	Death's Door	-14	Body Points	+4
			SMR Modifier	+12
Aggression	Chance To Go Berserk	28%		
108	Chance To Go Suicidal	3%		
Intuition	Mental Bonus	+15	Skill Bonus	+15
81	Sight, Smelling, Hearing Bonus	+15		
Charisma	Reaction Modifier	+0		
41	Loyalty Base	+40		

Secondary Statistics

Terrestrial Knowledge	Military Leadership	Persuasion	Bargaining
30	92	40	25

Senses

Vision Mod.	Smell Mod.	Hearing Mod.
+25	+20	+35

Physical Size

Height	Weight	Size Class
75"	260	6

Body Points

Base	Con	Training	Total
11	+4	+3	= 18

Movement

Sprint (m/s)	Walk (km/hr)	Daily (km/day)
10	08	96

Experience

Total	Available
23	2.5

Languages

Eridani, Earth English

Special Abilities, etc.

Name	Dakru-Idan	Race	Eridani
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Primary Occupation (point value)	Secondary Occupation (point value)	Rank
Military (71)	Espionage (21)	Private 1st Class

Social Class	Titles and Honorifics	Salary
Lower Middle	Mokaba Datu	55,586

Hair Color	Eye Color	Age	Sex	Distinguishing Marks
Dyed red	Gray	20	Male	see description

Skills

Skill Name	Level	Occ.	Cost	Mod.	Skill Name	Level	Occ.	Cost	Mod.
Agility	1		3						
AHW (Sword)	14	p	2	+68					
AHW (Dagger)	4	p	2	+28					
AHW (Axe)	2	p	2	+20					
AHW (Clubs)	2	p	2	+20					
Alertness	1		5						
Basic Medical	2		1	+30					
Beam Weapon	2	p	3	+12					
Body Equilibrium	1		3						
Body Points	5		7						
Camouflage	10	p/s	1	+120					
Climbing	1		1	+20					
Comp. Ops (Galactic)	1		1	+30					
Concealment	10	p/s	1	+120					
Detect Concealment	1	p/s	1	+30					
Hand-to-Hand	5	p	2	+32					
Infiltration	1	p/s	2	+30					
Scouting	1	p	2	+25					
Stealth	9	s	1	+100					
Street Smarts	2		2	+35					
Survival (Urban)	2	p	2	+35					
Swimming	1		1	+22					
Throwing	1	p	1	+20					

Notes

Racial Advantage and Liabilities: Infravision, Death's Door x 1.5 = -21, -1 point SC for AHW and H-t-H Combat skills, resist critical hit effects, +1 melee attack, can draw any hand weapon in a half action, must wear an atmospheric processor, susceptible to Hg poisoning.

Body Equilibrium: Hold Breath for [120 + (15xBEL)] seconds; stop blood loss for up to 20 minutes, if conscious; Feign Death for (4 + BEL) hours; Death's Door increased by 1 point to -22; -1 to initiative rolls; +10 to mental SMRs; remain conscious down to -4 BPs.

Field of Expertise: Physical Skills (94), Military (77), Weapons (51)

ARMOR

Armor Type	Bear	Threshold: 5	Encumbrance: 39
Helmet Type	AKMH	Threshold: 7	Encumbrance: 4.5
Helmet Options	+0 Ablative		

Body Thresholds	Helmet	Flux Shield	Flux Shield	Flux Shield
Natural				
Body Equilibrium	1			
Other				

Body Points	Berserk	Suicidal
	28%	3%
Death Cards	expensive	
	cheap	
Ammo Description	Q rating	Encumbrance
Size Class Hit Mod.	-10	
Defensive Modifier	-10	
Modifier To Be Hit	+00	

Right Arm	
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Chest	
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Left Arm	
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Upper Right Arm Options	+0 Absorption, +2 Ablative
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Chest Options	+2 Ablative, corrosive protection
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Upper Left Arm Options	+0 Absorption, +2 Ablative
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Lower Right Arm Options	
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Lower Right Arm Options	
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Lower Left Arm Options	
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Upper Right Leg Options	+2 Ablative
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Right Leg	
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Abdomen	
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Left Leg	
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Upper Left Leg Options	
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Lower Right Leg Options	
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Abdomen Options	+2 Ablative, autdoc
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Lower Left Leg Options	
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Build/Body Options	Rad liner
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Thrown Grenades	1:5m	2:10m	3:15m	4:20m	5:25m	6:30m	7:35m	8:40m	(-10% / + 5m)
Hand & Discharge Weapons	1:5m	2:15m	3:25m	4:50m	5:150m	6:300m	7:750m	8:2000m	
Anti-Tank Weapons	1:50m	2:150m	3:250m	4:500m	5:1000m	6:2000m	7:3500m	8:5000m	

Ranged Weapon Name	1	2	3	4	5	6	7	8	Bonus	MN	SS	ROF	Q	DAM	IR	ENC
Thrown grenade	80	70	50	30	20	10	00	-10	+19	N/A	N/A	N/A	N/A	VAR	VAR	VAR
BS-2 laser pistol	78	78	78	78	78	---	---	---	+12	98	85	2	10	2-7	1	3
MC-6 laser pistol	73	70	62	55	35	10	-15	---	+12	94	90	2	10	3-12	1	5

Ammo Description	MC-6, BS-2	Q rating	10	Encumbrance	+2
Shots Used		Shots Used			
Cybernetics					

Hand Weapon Name	Bonus	Attack	Parry	Disarm	SS	Adjusted # of Actions (Normal Berserk)			DAM/Notes	IR	ENC
						ROF	1st	2nd			
Hand-to-Hand Combat	+32	50	25	15	N/A	4 8	1 2	1 3	2 3	7 temporary	1 N/A
Short Sword	+68	60	30	65	70	5 10	1 3	2 3	2 4	1d6+8	2 4

Grenades/Missiles					
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Encumbrance Points	Encumbrance Level	Movement Multiplier	Movement Rate	Initiative Modifier
----	None	1		+0
55	Light	0.9		+1
120	Medium	2/3		+2
160	Severe	1/3		+4

Description	Modifier
Agility	-1
Alertness	-1
Encumbrance (see table at left)	+1
Body Equilibrium	-1

Encumbrance Points	Movement Multiplier	Enemy Sighting	Enemy Attack	Character Attack	Maximum Segments
Crouched Run	1/2	-15	-15	-15	CON/2
High Crawl	1/4	-25	-25	-25	CON
Low Crawl	1/8	-35	-35	-35	CON/2
Crawl	1/3	-20	-20	-20	2xCON
Evasion	2/3	-00	-15	-15	CON

