

BATTLELORDS

OF THE TWENTY-THIRD CENTURY

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CHARACTER RECORD SHEET

Vital Statistics

Strength 102	Encumbrance 55/120/160	Damage Bonus +3
	Skill Bonus +15	Military Press 260
Manual Dexterity 92	Ranged Attack Bonus +04	
	Skill Bonus +15	
I.Q. 94	Power Points 3	Skill Bonus +20
	Maximum Languages 8	
Agility 101	Initiative Modifier -2	Defensive Modifier -08
	Skill Bonus +08	Hand Attack Bonus +10
Constitution 105	System Shock 90	Resurrection 80
	Death's Door -14	Body Points +4
		SMR Modifier +12
Aggression 108	Chance To Go Berserk 28%	
	Chance To Go Suicidal 3%	
Intuition 81	Mental Bonus +15	Skill Bonus +15
	Sight, Smelling, Hearing Bonus +15	
Charisma 41	Reaction Modifier +0	
	Loyalty Base +40	

Secondary Statistics

Terrestrial Knowledge	Military Leadership	Persuasion	Bargaining
30	91	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	+0	= 15

Movement

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

Experience

Total	Available

Languages

Eridani, Earth English

Special Abilities, etc.

Name Dakru-Idan	Race Eridani
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Primary Occupation (point value) Military (39)	Secondary Occupation (point value) Espionage (6)	Rank Private
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Social Class Lower Middle	Titles and Honorifics Mokaba Datu	Salary 38,841
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Hair Color Dyed red	Eye Color Gray	Age 20	Sex Male	Distinguishing Marks see description
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Skills

Skill Name	Level	Occ.	Cost	Mod.	Skill Name	Level	Occ.	Cost	Mod.
AHW (Sword)	6	p	2	+34					
AHW (Dagger)	3	p	2	+22					
AHW (Axe)	1	p	2	+14					
AHW (Clubs)	1	p	2	+14					
Beam Weapon	1	p	3	+08					
Body Equilibrium	5		7						
Camouflage	1	p/s	1	+30					
Comp. Ops (Galactic)	1		1	+30					
Concealment	1	p/s	1	+30					
Detect Concealment	1	p/s	1	+30					
Hand-to-Hand	3	p	2	+22					
Stealth	3	s	1	+38					
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 (67).

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COMBAT SHEET

of Missions Confirmed Kills

ARMOR

Armor Type	Bear	Threshold: 5	Encumbrance: 39
Helmet Type	AKMH	Threshold: 7	Encumbrance: 4.5
Helmet Options	-----		

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

Right Arm

Chest

Left Arm

Upper Right Arm Options

Chest Options

Upper Left Arm Options

Lower Right Arm Options

Lower Left Arm Options

Upper Right Leg Options

Right Leg

Abdomen

Left Leg

Upper Left Leg Options

Lower Right Leg Options

Lower Right Leg Options

Abdomen Options

Lower Left Leg Options

Lower Left Leg Options

Build/Body Options

Rad liner

Body Points

●●●● 15
●●●● 14
●●●● 13
●●●● 12
●●●● 11
●●●● 10
●●●● 9
●●●● 8
●●●● 7
●●●● 6
●●●● 5
●●●● 4
●●●● 3
●●●● 2
●●●● 1

Critical Hit Damage Threshold

●●●● 4
●●●● 3
●●●● 2
●●●● 1

Berserk	Suicidal
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Death Cards

expensive

●●●●●●●●●●

cheap

○●○●○●○●○●

Size Class Hit Mod.

-10

Defensive Modifier

-08

Modifier To Be Hit

+02

Ammo Description

Q rating	Encumbrance
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Shots Used

Wounds/Critical Hits

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

Ammo Description

BS-2 Clip x3

Q rating	Encumbrance
10	+2

Shots Used

Clip 1: ○○○○○○

Clip 2: ○○○○○○

Clip 3: ○○○○○○

Ammo Description	Ammo Description
Q rating	Encumbrance
Shots Used	Shots Used

Hand Weapon Name	Bonus	Attack	Parry	Disarm	SS	Adjusted # of Actions (Normal Berserk)			DAM/Notes	IR	ENC
						ROF	1st	2nd			
Hand-to-Hand Combat	+22	50	25	15	N/A	4 8	1 2	1 3	2 3	6 temporary	1 N/A
Short Sword	+34	60	30	30	70	3 6	0 2	1 2	2 2	1d6+5	2 4

Cybernetics

Grenades/Missiles

Encumbrance Effects

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

Initiative Modifiers

Description	Modifier
Agility	-1
Alertness	
Encumbrance (see table at left)	+1/0
Body Equilibrium	-1

Movement Modifiers

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

