



CHARACTER SHEET

Name **Skeleton**  
 Ht 5' 6" Wt 2st  
 Appearance

Player  
 Size Modifier 0 Age

Point Total 63  
 Unspent Points 87

ST	10	[ 0 ]	HP	10	[ 0 ]
DX	10	[ 0 ]	Will	10	[ 0 ]
IQ	10	[ 0 ]	Per	10	[ 0 ]
HT	8	[ -20 ]	FP	8	[ 0 ]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 4.5 [ 0 ] BASIC MOVE 4 [ 0 ]

<b>BLOCK/PARRY</b>	<b>MOVE</b>	<b>DODGE</b>
0/7	BM x 1 4	Dodge 7

PARRY 7 Axe/Mace	<b>Reaction Modifiers</b>  Appearance: Status: +0 Other: +0
BLOCK 0	

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0 +2	1		Groin	0 +2	--	
Neck	0 +2	--		Arms	0 +2	5	
Skull	2 +2	--		Hands	0 +2	3	
Face	0 +2	--		Legs	0 +2	5	
Torso	0 +2	10		Feet	0 +2	3	

SKILLS			
Name	Level	Rel. Level	Cost
Axe/Mace	9	DX-1	[ 1 ]
Bow	9	DX-1	[ 1 ]

ADVANTAGES		Cost
Damage Resistance (Frost) 2 (Limited Defense: Common (Frost))	[ 6 ]	
Injury Tolerance (No Blood; No Brain; No Eyes; No Vitals; Unliving)	[ 40 ]	
Resistant (Metabolic Hazards) (Very Common) (Immunity)	[ 30 ]	
Resistant (Mind Control) (Rare) (Immunity)	[ 5 ]	

ARMOR & POSSESSIONS				Location	Cost	Weight
Qty	Item					
1	Bonemeal (Damage Fatigue, Resist Fire, Fortify Luck, Night-eye)				5	.1

MÊLÉE WEAPONS									
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight
	Bite	10	1d-3 cr	C	No	--			
1	Iron Axe	9	1d+1 cut	1	7U	10		50	4
	Kick	8	1d-2 cr	C,1	No	--			
	Punch	10	1d-3 cr	C	8	--			

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Short Bow	9	1d-2 imp	1	100 / 150	1	1(2)	7+	-6		4	[3]	50	2

