HDL™ Basic

CHARACTER SHEET

Player:

Narrator:

Character:	
Age:	Gender:
Height:	Weight:
Hair:	Eyes:
Hand:	Blood Type:
Notes:	Birthdate:

HEALTH

	BODY	HEAD	L.ARM	R.ARM	L.LEG	R.LEG
BASE ○	-1 □ ○	○	□ ○	□ ○	□ ○	□ ○
	-2 □ ○	□ ○	□ ○	□ ○	□ ○	□ ○
	-3 □ ○	□ ○	□ ○	□ ○	□ ○	□ ○
	INCAP □ ○	□ ○	□ ○	□ ○	□ ○	□ ○
	GONE □	□	□	□	□	□

STATS

STRENGTH:		**REA**SON:	
ENDURANCE:		**KNO**WLEDGE:	
CONSTITUTION:		**RES**OLVE:	
REFLEXES:		**INS**IGHT:	
COORDINATION:		**PER**SONALITY:	
MANIPULATION:		**LUC**K:	
LOOKS:		**SPEED:**	

PASSIVE DODGE:		**PERCEPTION:**	
ACTIVE DODGE:		**INITIATIVE:**	

BACKGROUNDS / WEAKNESSES

BG CARD:

ENERGY:
FATIGUE:

EXP	**CARDS**

COMBAT SKILL	**ROLL**	**#ACT**
Close Combat		
Ranged Combat		
	BASE #ACT:	

WEAPON (SIZE)	**#ACT**	**ROLL**	**HANDS**	**TYPE**	**ER**	**MR**	**TR**	**DAMAGE**	**ROF**	**AMMO**
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						

ARMOR

TYPE:	DC:
COV:	
TR: EFF: E P B ‡	
AR: PEN:	

STRATEGIC COMBAT

RATING (ON FOOT):	
RATING (VEHICLE):	

VEHICLE

TYPE:	
TR:	ATTACK TR:
ATTACK DAMAGE:	SIZE:
SPEED:	ACCEL:
SCom:	DODGE:
MOVE COST:	DAMAGE CAPACITY:
ATTACK COST	F:□□□□□ L:□□□□□
TURN/DODGE:	B:□□□□□ R:□□□□□

HIT LOCATION

Main (1d10):

1 = head	(+3)
2 = left arm	(+2)
3 = right arm	(+2)
4 = left leg	(+2)
5 = right leg	(+2)
6-10 = body	(+1)

Head hits (1d12):

1-5 = no unusual effect
6-7 = jaw (+1, can't chew or speak)
8-9 = mouth (+1, lose 1d4-1 teeth)
10 = nose (+1, bleeding or broken)
11 = ear (+2, deafened / stunned)
12 = eye (+2, blinded / bruised)

NOTES

EQUIPMENT

MONEY, VALUABLES

SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL

©2006 Tremorworks LLC   Permission granted to photocopy for personal use.