

Name: _____ Point Total: _____
 Appearance: _____ Advantages, Disadvantages, Quirks: _____

ST	HP:	_____
DX	Basic Damage	_____
IQ	Thrust:	_____
HT	Swing:	_____
Will	FP:	_____
	Per	_____
	Move:	_____
	Encumbrance:	_____
	Dodge:	Parry: _____ Block: _____
	Shield DB	Size Modifier _____

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card. A boxful of foos is easy to use; you can even use a paper clip to fasten the appropriate **Cardboard Heroes** figures to each card.

Head	Torso	Arms	Hands	Legs	Feet
DR	0	0	0	0	0

Name: Dai Blackthorn Reaction +/-: 0, usually _____ Point Total: 250
 Appearance: Short, honest face Advantages, Disadvantages, Quirks: _____

8 **ST** HP: 10 _____ **Absolute Direction, Danger Sense,**
15 **DX** _____ **Basic Damage** **Flexibility, Perfect Balance, Warp;**
12 **IQ** **Thrust:** 1d-3 _____ **Overconfidence (12), Sense of Duty;**
12 **HT** **Swing:** 1d-2 _____ **Dislikes deep water (quirk)**
 FP: 10 _____ **Skills:** _____

Acrobatics-15, Body Sense-16, Fast-Draw
(Knife)-15, Guns (Pistol)-15, Knife-17
Shortsword-15, Thrown Weapon (Knife)-17

Weapon Statistics: _____
 Fine Large Knife: 1d-3 cut/1d-2 imp
 (thrown: 1d-2 imp, Acc 0, Range
6/12, Bulk -2)
 Holdout Pistol: 2d pi, Acc 1,
Range 125/1,500, RoF 3, Shots 5+1(3),
Bulk -1, Rcl 3

Time Use Sheet

Character: _____ Played by: _____
 Period of time covered: _____

Time use:
 Sleep: 56 hrs/week (+/-7 per level of Extra/Less Sleep) 20
 Meals, personal care, etc
 Job: time spent depends on job (if unsure, assume 40 hrs)
 Travel (depends on adventure and situation)
 Religious observances, etc
 Entertainment
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Long Task: _____
 Long Task: _____
 Long Task: _____

TOTAL: per week 168 hours

Automatic Cultural Familiarity and Language study: If you are in a foreign land and interacting with the locals in day-to-day life, you can claim an automatic 4 hours per day toward both the local Language and Cultural Familiarity with the local culture (see p. 23).
 Hours of automatic Cultural Familiarity study (4/day): _____
 Hours of automatic Language study (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between multiple, job-related skills.
 Hours of automatic job study (1/4 time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____

Other notes:

* Every 2 hours of self-teaching, 1 hour of education, or 0.5 hour of intensive training counts as 1 hour toward learning the skill.
 Purchaser may copy this form for personal use only.