

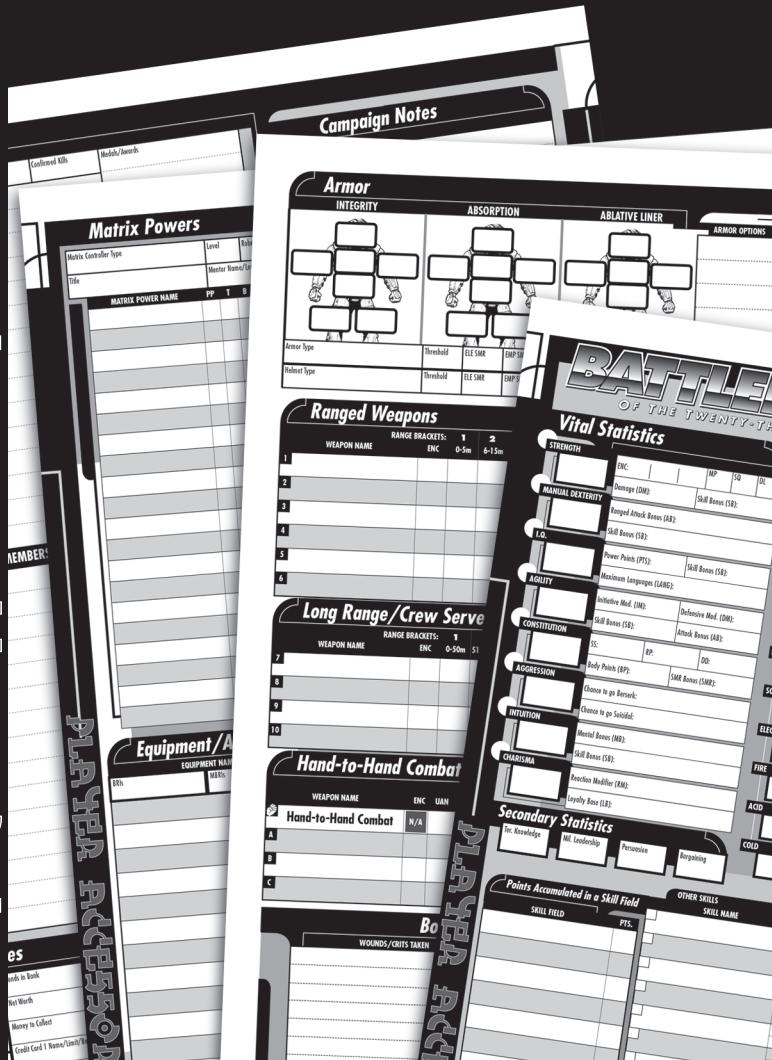
BATTLELORDS™

OF THE TWENTY-THIRD CENTURY



ADVANCED CHARACTER RECORD SHEET

- The ideal solution to keep track of your high level Battlelords™ character
- Space for up to 62 Skills
- Stats and SMRs for two suits of armor
- 10 Weapon Slots
- Cybernetics Location and Stats
- Record up to 60 Matrix Powers and their stats
- Computer Section with Modules and Constructs
- Large space for Equipment
- Extensive space for campaign notes and character history
- Financial and Vehicle sections



The **ADVANCED CHARACTER RECORD SHEET** will allow the **BATTLELORDS™** player much more room and freedom to list the assets and accomplishments of his more experienced character. More room has been added to each section, with each page containing specific groups of information. This character sheet works alone, or hand-in-hand with the Adventure Record Sheet, to give the player an easily read and adaptive reference to their character while they are playing.

Your **NEW Advanced Character Record Sheet** has some important functions that may not be obvious from the start. The features are discussed below.

Page 1 • Character Stats and Skills

This page contains the most often referenced parts of your character's makeup - his stats and skills. The "Points Accumulated in a Skill Field" section allows you to keep track of the fields in which your character has attained Mastery or Expertise. The small box in the top left corner of each Skill space lets you accomplish 2 things: first, place an "R" in the box to reference a skill contained on a Rent-A-Skill chip; second, place a "1" or "2" to reference a skill that has a -1 or -2 bonus due to Mastery or Expertise. The UPS (Unadjusted Percentage chance of Success) column is the total of your skill (level x 10) + Statistic Modifier. This column allows you to do this addition beforehand, speeding up game play. For example, if you have 10 levels of Basic Medical and a +25 skill bonus, you would write down 125 for your UPS. Then all you have to do when playing is subtract the difficulty (level of difficulty x 10) from your UPS.

Page 2 • Combat - Armor and Weapons

Include your Ranged Attack bonus and your Skill bonus with the Attack Number in each range bracket of the weapon section. This will give you a UAN (Unadjusted Attack Number) for each range bracket which will help speed up game play. For example, if your weapon has a 65 to hit in range bracket 3, and you have 5 levels of skill and a +05 Ranged Attack modifier, your UAN for that weapon in range bracket 3 would be 90 (65 + (5 levels x 04) + 05 Ranged Attack bonus). Make sure to fill in the Hand Attack Matrix fields according to your skill level—you won't have to reference the rulebook as often when using hand attacks. The UAN column is for your Attack Number (level of HTH Skill x 4) + your Hand Attack Agility bonus. The small boxes in the top corners of the Ammunition table allow you to write the number of the weapon that corresponds to the ammo listed.

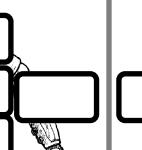
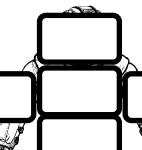
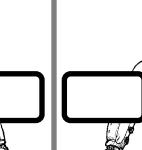
Page 3 • Matrices and Equipment

Now you can list the majority of the stats that are attached to a particular matrix - this means less referencing the rulebook which corresponds to faster game play. Again, the small boxes in the corners of the Module Level boxes allow you to reference which computer that module/construct/accessory is associated with.

Page 4 • Character History and Assets

The new Vehicle section will allow you to note any vehicles your character owns or is using. You can also use this space to reference the stats of a K-Sat or Robot.

Armor

INTEGRITY	ABSORPTION	ABLATIVE LINER	ARMOR OPTIONS	STREET CLOTHES (ABS. ONLY)				
								
Armor Type	Threshold	ELE SMR	EMP SMR	FIR/ACID SMR	CLD SMR	ENC		Street Clothes Type1
Helmet Type	Threshold	ELE SMR	EMP SMR	FIR/ACID SMR	CLD SMR	ENC	PDS	Street Clothes Type2

Ranged Weapons

Long Range/Crew Served Weapons/Missiles

Hand-to-Hand Combat/Archaic Hand Weapons

Bodily Disfunctions/Replacements & Enhancements

Matrix Powers

KEY: PP=Power Points • T=Generation Time • B=Boost • SMR=SMR for target • R=Range • D=Duration • AE=Area of Effect

Equipment/Assets

Computers

Character History

Campaign Notes

FRIENDS/PARTY MEMBERS

PLANETS VISITED

Vehicle/Ship Info

Finances

Cash on Hand	Funds in Bank	Loans
	Net Worth	Bills Due
Currency other than Alliance chits	Money to Collect	Credit Rating
Valuables	Credit Card 1 Name/Limit/Balance	
	Credit Card 2 Name/Limit/Balance	
	Credit Card 3 Name/Limit/Balance	

Networks/Contacts

NAME/LOCATION	NAME/LOCATION