

ANDROMEDA 2500 CHARACTER DATA SHEET

CHARACTER DATA

Character's Code Name: _____ Race: **GRIMALKIN** Gender: _____ Age: _____
 Character's Identity: _____ Height: _____ Weight: _____ Hand: _____
 Character's Level: _____ Total EXP Gained: _____ Experience Points: _____

PRIMARY ATTRIBUTES

Strength: _____ Lift: _____ Carry: _____ Throw: _____ H2H: _____ Melee: _____
 Intelligence: _____ # Skills: _____ S.Bonus: _____ % A.Bonus: _____ CL: _____
 Endurance: _____ RunMS: _____ CarryML: _____ HB: _____ R&R Time: _____
 Dexterity: _____ # Attacks: _____ Speed: _____ AC Bonus: _____ D Bonus: _____

SECONDARY ATTRIBUTES

Health: _____ / _____ Physical Energy: _____
 Toughness: _____ Mental Energy: _____
 Accuracy: _____ Awareness: _____
 Defense: _____ Reaction Time: _____

MOVEMENT

Run: _____ kmph _____ m per turn
 Walk: _____ kmph _____ m per turn
 Swim: _____ kmph _____ m per turn
 Climb: _____ kmph _____ m per turn

Std. Jump: _____ m up / _____ m forward Run Jump: _____ m up / _____ m forward

SPECIAL ABILITIES

Special Ability Category:	Max SA Points:	Current SA Points:				
Special Ability	SA Cost	Dam	Ran	Dur	Special	Page
Resistance to Radiation	N/A	N/A	Individual	N/A	+5 RR Rolls & 1/2 dam	
IR Vision	N/A	N/A	Vision	N/A	See in darkness	
Detect Motion	N/A	N/A	20 m	N/A		

SKILLS

WEAPONS OF CHOICE

Skill	%	Special	Page	Weapon	Dam	Ran	Attacks	Bonus
Pilot: Basic								
Languages: Terran & Necron								
Computers, Operation								
First Aid								
Law, UTF & Interstellar								
Weapon Proficiency								
Acrobatics								

ARMOR

The diagram shows a muscular, bipedal alien character (Grimalkin) with a horned head. Six boxes with lines pointing to specific body parts are provided for armor placement:

- Head (19-20)**: Box at the top of the head.
- Torso (7-14)**: Box on the upper chest area.
- R. Arm (17-18)**: Box on the right arm.
- L. Arm (15-16)**: Box on the left arm.
- R. Leg (1-3)**: Box on the right leg.
- L. Leg (4-6)**: Box on the left leg.