

## BASE RECORD SHEET

Name: \_\_\_\_\_ Owner(s): \_\_\_\_\_

Val	Char	Base	Cost	Pts.	Disadvantages	Base( _ )+Pts.
_____	Body	2	1	_____	_____	_____
_____	Def	2	3	_____	_____	_____
_____	•partial _____		var.	_____	_____	_____
_____	Size	8 hexes	2	_____	_____	_____
_____	•length	4 hexes		_____	_____	_____
_____	•Width	2 hexes		_____	_____	_____
_____	•DCV	-4DCV		_____	_____	_____
_____	Grounds	_____	1	_____	_____	_____
_____	Location: _____			_____	_____	_____
_____	Power Plant (END reserve)			_____	_____	_____
_____	END	0	1/10	_____	BASE	Disadvantages Total : _____ Base Spent + _____ Total Cost = _____
_____	REC	0	1	_____		
Characteristics Total: _____						

Pts.	Abilities/Equipment	END/Roll
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
Equipment _____ + CHAR _____ = Total Cost _____		

## COMPUTER RECORD SHEET

Computer Name: \_\_\_\_\_ Notes/Description: \_\_\_\_\_  
 Owner: \_\_\_\_\_

Val	Char	Base	Cost	Pts.
_____	INT .....	10	1	_____
_____	(EGO) .....	(10)	2	_____
_____	DEX .....	10	3	_____
_____	SPD .....	2	10	_____
Characteristics Cost: _____				

Notes/Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Pts.	Skill	Roll	Pts.	Program	Disadvantages	Base( _ )+Pts.
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
					BASE	Disadvantages Total: _____ Base Spent + _____ Total Cost = _____
Skills & Program _____ + CHAR _____ = Total Cost _____						