

# CHARACTER RECORD SHEET



IDENTITY: Melt SIDE: Good  
 NAME: \_\_\_\_\_ SEX: M AGE: 16 WT: 940 HT. 10'  
 EXPERIENCE: 2,820 LEVEL: 2 TRAINING: None  
 POWERS: \_\_\_\_\_ INVENTING: None

*As a Dragon, Melt has the following powers:*

*Flight (Wings)- 129 mph, +3 Agility*

*Flame Power- Breath: Range-61", Damage-1d12. PR=1 in per attack or defense.*

*Body Armor from scales. ADR= 60 (60% chance of armor absorbing damage, heals at 76 (5x norm)*

*Natural Weaponry- Claws, Horns, Tail. +3 to hit, +4 damage.*

*Melt is a juvenile of his species. It is expected Melt's powers will increase as he grows older.*

STRENGTH: <u>34</u>	CARRYING CAPACITY: <u>19,742</u> lbs	BASE HTH DAMAGE: <u>3d10</u>
ENDURANCE: <u>27</u>	HEALING RATE: <u>15.2</u>	
AGILITY: <u>15</u>	ACCURACY MODIFIER: <u>+2</u>	DAMAGE MODIFIER: <u>+2</u>
INTELLIGENCE: <u>16</u>	DETECT HIDDEN: <u>12</u> %	DETECT DANGER: <u>16</u> %
CHARISMA: <u>11</u>	REACTION FROM GOOD: <u>0</u>	REACTION FROM EVIL: <u>0</u>
BASIC HITS: <u>19</u>	HIT MOD.( <u>2.6</u> )( <u>3.4</u> )( <u>1.6</u> )( <u>1.2</u> )= <u>17</u>	
HIT POINTS ( <u>323</u> ):	_____	
POWER ( <u>92</u> ):	_____	

MOVEMENT RATES: Ground: 76 *Flight- 129 mph. Cannot swim.*

INVENTING POINTS: 3.2 IPs USED: \_\_\_\_\_ INVENTING: 48 %

CASH: \$ 5,632

ORIGIN AND BACKGROUND: \_\_\_\_\_

LEGAL STATUS: \_\_\_\_\_

(SECURITY CLEARANCE = \_\_\_\_\_ ) \_\_\_\_\_

OTHER INFORMATION: \_\_\_\_\_

