	LUCID	CHARACTER SHEET
Player:		N. T. I
Narrator:		ALTH
Character:	BODY HEAD L.AI	RM R.ARM L.LEG R.LEG
Age: Gender:	§ -1 📙 🔾 — 🔾 — 🗸	$O \Box O \Box O \Box O $
Height: Weight:	$^{\prime}$ -2 \square \square \square \square	
Hair: Eyes:		
Hand: Blood Type:		
Notes.		
Fear:	GONE	
STATS	BACKGR(DUNDS / WEAKNESSES
STRENGTH: REASO		DOINDO / WEARINESSES
ENDURANCE: KNOWLEDG		
CONSTITUTION: RESOLV		
REFLEXES: INSIGH		
COORDINATION: PERSONALIT		
MANIPULATION: LUC		
LOOKS: SPEED:		
PASSIVE DODGE: PERCEPTION:		
ACTIVE DODGE: INITIATIVE:	BG CARD:	
ENERGY: EXP CARDS	COMBAT SKILL	ROLL #ACT
	Close Combat	
	Close Combat Ranged Combat	
FATIGUE:		BASE #ACT:
FATIGUE: WEAPON (SIZE) #ACT ROLL HAND	Ranged Combat	BASE #ACT:
	Ranged Combat OS TYPE ER MR	<u> </u>
	Ranged Combat	<u> </u>
	Ranged Combat OS TYPE ER MR EPB‡	<u> </u>
	Ranged Combat OS TYPE ER MR E P B ‡ E P B ‡	<u> </u>
	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡	<u> </u>
	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡	<u> </u>
WEAPON (SIZE) #ACT ROLL HAND	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	<u> </u>
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC:	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC: COV:	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC: COV: TR: EFF: E P B ‡	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC: COV:	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC: COV: TR: EFF: E P B ‡	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
WEAPON (SIZE) #ACT ROLL HAND ARMOR TYPE: DC: COV: TR: EFF: E P B ‡ AR: PEN: HIT LOCATION	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
ARMOR TYPE: DC: COV: TR: EFF: E P B ‡ AR: PEN: HIT LOCATION Head hits (1d12): 1-5 = no unusual effect	Ranged Combat OS TYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡	TR DAMAGE ROF AMMO
ARMOR TYPE: DC: COV: TR: EFF: E P B ‡ AR: PEN: HIT LOCATION Head hits (1d12): 1-5 = no unusual effect 2 = left arm (+2) 6-7 = jaw (+1, can't chew or state) Coulong	Ranged Combat OS TYPE ER MR E P B ‡ E P B ‡ E P B ‡ E P B ‡ E P B ‡ DRE	TR DAMAGE ROF AMMO
ARMOR TYPE: DC: COV: TR: EFF: E P B ‡ AR: PEN: HIT LOCATION Head hits (1d12): 1-5 = no unusual effect 2 = left arm (+2) 3 = right arm (+2) 8-9 = mouth (+1, lose 1d4-1 the second content of	Ranged Combat STYPE ER MR EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ EPB‡ DRE Speak) teeth)	TR DAMAGE ROF AMMO
ARMOR TYPE: DC: COV: TR: EFF: E P B ‡ AR: PEN: HIT LOCATION Head hits (1d12): 1-5 = no unusual effect 2 = left arm (+2) 6-7 = jaw (+1, can't chew or state) Coulong	Ranged Combat OS TYPE ER MR E P B ‡ E P B ‡ E P B ‡ E P B ‡ E P B ‡ DRE Speak) teeth) oken)	TR DAMAGE ROF AMMO