Power Crawl Roleplaying System — Character Sheet

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Player _____

Game _____

Bio

Name _____

Race _____

Role _____

Age _____ Gender _____

Size _____ Weight _____ Enc

Physique _____

Complexion _____

Advancement

Threat	Experience
Progress	
+ Equip Threat	
= Total Threat	

Pool Stats

Stat	Max	Current
Health		
Endurance		

Carry & Encumbrance

Carry		Situation	Enc	Burden
Strength		Travel		
× Carry Mult		Combat		
+ Carry Bonus				
= Carry				

Movement

Size Mod

Abilities

Ability / Spec	Adv	CP	± Race	= Lvl

Equipment

Item	Cost	Enc	Thr	Eq

Armour

	Location	Type	C	P	B	E	Cost	Enc	Thr
1	Head								/12
2	Chest								/12
3	Stomach								/12
4	Hips								/12
5	Arms								/12
6	Legs								/12
				Body Armour Totals					

Weapons

Weapon	Attack		Damage		Type	Special	Cost	Enc	Thr	Eq
Basic Unarmed	Unarmed		Strength-1		BG		-	-	-	

Size Differential = Attacker's Size - Defender's Size. Add Differential to Avoid rolls. Subtract Differential from Toughness rolls when Resisting an Ability-based Physical Effect.