

## Status Record Sheet T-6.6

Character: \_\_\_\_\_

Player: \_\_\_\_\_

Campaign (GM): \_\_\_\_\_

### CONCUSSION HITS

Total Hits = \_\_\_\_\_ Rounds of Stun: \_\_\_\_\_ Bleeding/Round: \_\_\_\_\_

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Divide the total number of hits by four and distribute them evenly between the top four lines. Fill the bottom lines across with a number equal to your Constitution. Cross off concussion hits horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

Recover \_\_\_\_\_ hits per round of rest. Recover \_\_\_\_\_ hits per sleep cycle.

Divide the total number of PPs by four and distribute them evenly between the four lines. Cross off PPs horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

### POWER POINTS

Power Points = \_\_\_\_\_ Active Multiplier: \_\_\_\_\_ Active Adder: \_\_\_\_\_

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Recover \_\_\_\_\_ PPs per round of rest. Recover \_\_\_\_\_ PPs per sleep cycle.

### EXHAUSTION POINTS

Total Exhaustion Points = \_\_\_\_\_

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Recover \_\_\_\_\_ points per minute of rest.

Distribute the total number of exhaustion points among the lines as follows: 25% on the first line, 25% on the second line, 25% on the third line, 15% on the third line, 9% on the fourth line, and 1% on the last line (with a minimum of 1 on each line). Cross off exhaustion points horizontally; when one line is finished, the penalty on the next line applies.

Expend exhaustion points at the rate of 1 every 2 rounds of melee, 1 over 6 rounds of missile fire or concentration. When moving, expend exhaustion points at the rate shown below.

### MOVEMENT

Base Move Rate (BMR) = \_\_\_\_\_ feet per round  
50 + 3 x (Quickness Stat Bonus)

Pace	BMR	Times	Move Rate	Exh. Pts	Man. Diff.
Walk	_____	x1 =	_____	1/60 rnds	none
Fast Walk	_____	x1.5 =	_____	1/30 rnds	none
Run	_____	x2 =	_____	1/12 rnds	none
Sprint	_____	x3 =	_____	2/rnd	easy
Fast Sprint	_____	x4 =	_____	6/rnd	light
Dash	_____	x5 =	_____	50/rnd	medium

### ENCUMBRANCE

Basic Weight Allowance (BWA) = \_\_\_\_\_ pounds  
character's body weight ÷ 10

Carrying Weight		Enc. Pen.
>	≤	
(0 x BWA) _____	to _____	(1 x BWA) -0
(1 x BWA) _____	to _____	(2 x BWA) -8
(2 x BWA) _____	to _____	(3 x BWA) -16
(3 x BWA) _____	to _____	(4 x BWA) -24
(4 x BWA) _____	to _____	(5 x BWA) -32
(5 x BWA) _____	to _____	(6 x BWA) -40
(6 x BWA) _____	to _____	(7 x BWA) -48
(7 x BWA) _____	to _____	(8 x BWA) -56
(8 x BWA) _____	to _____	(9 x BWA) -64
(9 x BWA) _____	to _____	(10 x BWA) -72
(10 x BWA) _____	to _____	(11 x BWA) -80
(11 x BWA) _____	to _____	(12 x BWA) -88
(12 x BWA) _____	to _____	(13 x BWA) -96
(13 x BWA) _____	to _____	(14 x BWA) -104
(14 x BWA) _____	or more	-8 / inc.

Weight Penalty = lesser of 0 or [Armor Qu Penalty + Encumbrance Penalty + (3 x St Stat Bonus)]

This penalty is applied to the Base Movement Rate.