



# CHARACTER SHEET

Name: The Amazing Helix-Plane  
Race: Amazing Weird-Tech Vehicle  
Appearance: A late-'30s-style aircraft hull with twin helical rotors.

Player:  
Ht: Wt: 2.5 t

Age: Spent: 50  
Unspent: 0

ST 53	[ 0 ]	HP 53	[ 0 ]	Basic Speed 5.5	[ 0 ]
DX 10	[ 0 ]	Will 0	[ 0 ]	Basic Move 5	[ 0 ]
IQ 0	[ -200 ]	Per 0	[ 0 ]	BL 562 lb	(ST×ST)/5
HT 12	[ 20 ]	FP 0	[ 0 ]	Thr 6d	Sw 8d+1
TL 6	[ 0 ]	SM +4			

Vision 0	Taste/Smell 0	High Jump -10 in
Hearing 0	Fright Check 0	
Touch 0	Broad Jump -3 ft	

HP 17, 0, -53, -106, -159, -212, -265 FP -1, 0, 0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	562 lb	1124 lb	1686 lb	1.69 tn	2.81 tn
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	9 yd	7 yd	5 yd	3 yd	1 yd
	72 yd	57 yd	43 yd	28 yd	14 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
		8				8			
		DX				None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+4	0	6	_____	Groin	0+4	0	—	_____
Neck	0+4	0	—	_____	Arms	0+4	0	27	_____
Skull	2+4	0	—	_____	Hands	0+4	0	18	_____
Face	0+4	0	—	_____	Legs	0+4	0	27	_____
Torso	0+4	0	—	_____	Feet	0+4	0	18	_____

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0	

TEMPLATES AND META-TRAITS	
Name	Pts
Machine	[ 25 ]
Features: Eight-hour energy reserve, No Fatigue Points, Wears out instead of aging	
Immunity to Metabolic Hazards	[ 30 ]
Injury Tolerance (No Blood; Unliving)	[ 25 ]
Unhealing (Total)	[ -30 ]

ADVANTAGES	
Name	Pts
Absolute Direction (Gyrocompass)	[ 5 ]
Compartmentalized Mind 1 (Controls)	[ 25 ]
Damage Resistance 4	[ 20 ]
Doesn't Breathe (Oxygen Combustion)	[ 10 ]
Doesn't Sleep	[ 20 ]
Enhanced Move (Air) 3 (Handling Bonus (+2))	[ 66 ]
Extra Life (Lots of spare parts back in the workshop!) 1 (Copy)	[ 20 ]
Extra ST 43 (Affects displayed ST score; No Fine Manipulators; Size)	[ 86 ]
Flight	[ 40 ]
Injury Tolerance (No Head, No Neck)	[ 12 ]
Payload 34	[ 34 ]
Reputation ("It's the Amazing Helix-Plane!" - among devotees of aviation technology) 3 (10 or less; Large class)	[ 3 ]
Sealed	[ 15 ]
Telecommunication (Radio) (Increased Range (×5); Short Wave)	[ 17 ]
Range: 50 mi / 0 in	
Temperature Tolerance 4	[ 4 ]

PERKS	
Name	Pts
Accessory (Spotlights)	[ 1 ]
Generator	[ 1 ]

DISADVANTAGES	
Name	Pts
Duty (Owned by an Adventurer) (15 or less (almost always))	[ -15 ]
Electrical	[ -20 ]
No Legs (Aerial)	[ 0 ]
No Manipulators	[ -50 ]
Numb	[ -20 ]
Reduced Air Move -2 (Affects displayed Air Move score)	[ -4 ]
Restricted Diet (Aviation Fuel) (Common)	[ -20 ]
Social Stigma (Subjugated)	[ -20 ]
Wealth (Dead Broke)	[ -25 ]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[ -180 ]
Advantages, Perks	[ 404 ]
Disadvantages, Quirks	[ -174 ]
Skills, Techniques	[ 0 ]
Total Points Spent:	50
Unspent Points:	0

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* (p. B550)

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals	-3
11	Groin	-3	—	Eye	-9
12	Left Arm	-2			

For complete information, see: *Hit Location* (p. B398) and *Human and Humanoid Hit Location Table* (p. B552)