


#	Name	Position	MA	ST	AG	AV	Skills	Inj	Cmp	TD	INT	CAS	MVP	SPP	Cost	PVM
1															A	B
2															A	B
3															A	B
4															A	B
5															A	B
6															A	B
7															A	B
8															A	B
9															A	B
10															A	B
11															A	B
12															A	B
13															A	B
14															A	B
15															A	B
16															A	B

	<b>Team:</b> _____	<b>Player Cost</b> A    + <b>Player Value Mod</b> B    =
	<b>Race:</b> _____	<b>Rerolls</b> _____    X    =
	<b>Head Coach:</b> _____ <b>Treasury:</b> _____	<b>Fan Factor</b> _____    X    10k gp =
	<b>Player Advancement:</b> <small>Completion (Cmp) = 1 SPP; Casualty (CAS) = 2 SPPs; Interception (Int) = 2 SPPs; Touchdown (TD) = 3 SPPs; MVP award = 5 SPPs          Improvement Rolls gained at: 6 SPPs; 16 SPPs; 31 SPPs; 51 SPPs; 76 SPPs; 176 SPPs          Improvement Rolls (2d6): 2-9 = New Skill; 10 = +1 MA, or +1 AV, or New Skill; 11 = +1 AG or New Skill; 12 = +1 ST or New Skill          Player Value Modifier (PVM): each New Skill = +20k; each 'doubles' skill, +1 MA or +1 AV = +30k; +1 AG = +40k; +1 ST = +50k</small>	<b>Assistant Coaches</b> _____    X    10k gp =
		<b>Cheerleaders</b> _____    X    10k gp =
	<b>Apothecary</b> _____    X    50k gp =	
<b>Team Logo</b>	<b>Total Team Value</b> _____	