

Character Name: _____

Alternate Identities: _____

Player Name: _____



CHARACTERISTICS

Table with columns: Val, Char, Base, Cost, Points, Roll, Notes. Rows include STR, DEX, CON, BODY, INT, EGO, PRE, COM, PD, ED, SPD, REC, END, STUN.

ATTACKS

Primary attack power _____ d6
Secondary attack power _____ d6
Tertiary attack power _____ d6
Attack SFX _____
Other attack SFX _____

DEFENSES

Table with columns: Amount, Defense SFX. Rows include Physical Defense, Resistant Physical Defense, Energy Defense, Resistant Energy Defense, Mental Defense, Flash Defense, Power Defense, Other.

DAMAGE AND CHARGE TRACKER

STUN [Progress bars]
END [Progress bars]
BODY [Progress bars]
CHARGES [Progress bars]

EXPERIENCE POINTS

Total earned _____
Spent _____
Unspent _____
Base points _____
Disad points _____

MOVEMENT

Table with columns: Type, Combat, NonCom. Rows include Run (6"), Swim (2"), H. Leap, V. Leap, Movement SFX.

COMBAT INFORMATION

Base OCV _____ Base DCV _____
Adjustments +/- Adjustment +/-
Total OCV _____ Total DCV _____
Combat Skill Levels _____

COMBAT MANEUVERS

Table with columns: Maneuver, Phase, OCV, DCV, Effect. Rows include Block, Brace, Disarm, Dodge, Grab, Grab By, Haymaker, Move By, Move Through, Set, Strike.

COMBAT MODIFIERS

Range 0-4 5-8 9-16 17-32 33-64 65-128
RMOD 0 -2 -4 -6 -8 -10
Targeting Shot OCV Hit Location
Head shot (Head to Shoulders) -4 1d6+3
High shot (Head to Vitals) -2 2d6+1
Body shot (Hands to Legs) -1 2d6+4
Low shot (Shoulders to Feet) -2 2d6+7
Leg shot (Vitals to Feet) -4 1d6+12

HIT LOCATION CHART

Table with columns: Roll, Location, STUN X, NOR STUN X, BODY X, To Hit, Defense Weight. Rows include 3-5 Head, 6 Hands, 7-8 Arms, 9 Shoulders, 10-11 Chest, 12 Stomach, 13 Vitals, 14 Thighs, 15-16 Legs, 17-18 Feet, DCV Modifier, Average Def, Total Weight.

