

Player \_\_\_\_\_ Campaign \_\_\_\_\_



Base OCV: \_\_\_\_\_ Base DCV: \_\_\_\_\_ Base ECV: \_\_\_\_\_  
OCV Adj. \_\_\_\_\_ DCV Adj. \_\_\_\_\_ ECV Adj. \_\_\_\_\_  
Final OCV: \_\_\_\_\_ Final DCV: \_\_\_\_\_ Final ECV: \_\_\_\_\_  
CV Notes: \_\_\_\_\_

Table with columns: Val, (Total Val), CHAR, Base, Cost. Rows include Strength, Dexterity, Constitution, Body, Intelligence, Ego, Presence, Comeliness, P.D. (STR/5), E.D. (CON/5), Speed (1+DEX/10), Recovery (STR/5)+(CON/5), Endurance (CONx2), Stun (BODY)+(STR/2)+(CON/2).

Table with columns: Pts., Skill/Talent/Perk/Power, END/Roll. Multiple empty rows for character entry.

Combat Maneuvers table with columns: Maneuver, Phs, OCV, DCV, RNG, Effect. Lists various combat actions like Block, Brace, Disarm, Dodge, Grab, Haymaker, Move Through, Blazing Away, Cover, Dive For Cover, Hipshot, Hurry, Pulling a Punch, Rapid Fire, Rolling with Punch, Snap Shot, Suppression, Sweep.

Characteristics Cost: \_\_\_\_\_  
STR Roll: \_\_\_\_\_ Run (6"): \_\_\_\_\_  
DEX Roll: \_\_\_\_\_ Swim (2"): \_\_\_\_\_  
INT Roll: \_\_\_\_\_ Leap (L/H): \_\_\_\_\_  
EGO Roll: \_\_\_\_\_  
PER Roll: \_\_\_\_\_

Disadvantages section with columns: Disadvantages, Base ( ) + Pts. Multiple empty rows for listing disadvantages.

Summary statistics table with columns: Range, RMod, DEX, SPD, Phases, PD/rPD, ED/rED, END, STUN, BODY. Includes a table with columns: 3d6, Location, StunX, NStun, BodyX, CV, Armor.

Table with columns: Pts., Skill/Talent/Perk/Power, END/Roll. Multiple empty rows for character entry.

Experience \_\_\_\_\_ Disadvantages Total : \_\_\_\_\_  
Experience Spent + \_\_\_\_\_ : Powers Total  
Total Points = \_\_\_\_\_ + Characteristics Total  
= Total Cost

Table with columns: Pts., Skill/Talent/Perk/Power, END/Roll. Multiple empty rows for character entry.

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