

Character Name: Alternate Identities: _____ Player Name: CHARACTERISTICS POWERS AND EQUIPMENT **Pts END** Value Char Cost Base Pts Name STR 10 x1 DEX 10 х3 CON x2 10 **BODY** x2 10 INT x1 10 **EGO** x2 10 **PRE** x1 10 COM $X^{1/2}$ 10 PDх1 ED х1 SPD x10 REC x2 END $X^{1/2}$ STUN х1 **Characteristics Cost:** SKILLS/PERKS/TALENTS Name Pts ____

Skills/Perks/Talents Cost: ____ Powers/Equipment Cost

COMBAT INFORMATION						DIS	DISADVANTAGES			
Base O				e DCV			Name			
	_			-		1 13	Name			
Modifie	rs	+/-	IVIO	difiers	+/-		_			
Total OCV Total DCV										
Combat	Ski	II Lev	⁄els							
			-							
DEX: _	_	SPD:		ECV:						
Phases:	12	3 4 5	6.7	8 9 10 1 ⁻	1 12					
		3 4 3			1 12					
PD/rPD:			ED/	rED:						
End:	S	tun:		Body:						
COMBA	T M	ANEL	JVE	RS						
Maneuver I	Phase	ocv	DCV	Effect						
Block	1/2	+0	+0	Block, abou						
Brace Disarm	1/2 1/2	+2 -2	½ +0	+2 range m						
Dodge	1/2	-2	+3	Dodge, all						
Grab	1/2	-1	-2	Grab two li			Disadvantages Total			
Grab By	1/2	-3	-4	Move and			zioda vainagoo i otai			
Haymaker	1/2	+0	-5	+4 DC, +1 se		CH	ARACTER POINTS			
Move By Move Through	1/2 1/2	-2 -v/5	-2 -3	STR/2 + v/ STR + v/3	5		t Category	Category	Pts	
Set	1	+1	+0	+1 OCV vs	target	003	Characteristics	Base Points	1 13	
Strike	1/2	+0	+0	STR or we	apon				-	
							_ Skills/Perks/Talents	Disadvantages		
							Powers/Equipment	Experience Spent		
								= Total Points		
						Tota	al Experience	Unused Experience		
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CHARA	CIE	K SN	EIC			NO	TES			
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