

Character _____
Player _____
Unspent _____
Exp. _____

Point Breakdown

Base Points _____ Char Cost _____
Dis. Points _____ Skill Cost _____
Exp Points _____ Power Cost _____
Total Points _____ Total Cost _____



Characteristics

Val	Char	Base	Cost	Pts	Roll	Notes
____	Str	____	x1	____	____	____d6 Lift/Car____ End____
____	Dex	____	x3	____	____	Initiative____ Base CV____
____	Con	____	x2	____	____	
____	Body	____	x2	____	____	Impairment____ Disable____
____	Int	____	x1	____	____	Per Roll____
____	Ego	____	x2	____	____	Base ECV____
____	Pre	____	x1	____	____	Base Presence Attack ____d6
____	Com	____	x½	____	____	
____	PD	____	x1	____	____	Resistant____ Total PD____
____	ED	____	x1	____	____	Resistant____ Total ED____
____	Spd	____	x10	____	____	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
____	Rec	____	x2	____	____	Recover 1 Body in ____ days
____	End	____	x½	____	____	
____	Stun	____	x1	____	____	
____	Leap	____	x1	____	RH____ RV____ SH____ SV____	
____	Run	____	x2	____	Turn C____ NC____ Seg C____ NC____	
____	Swim	____	x1	____	Turn C____ NC____ Seg C____ NC____	
				____	Total Characteristics Cost	

Attacks

Attack Rolls (11+OCV) Dex _____ Ego _____

Attack	Dmg	X	Rng	Int	OCV	DCV	End	Notes
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Defenses

Defense	Amt	Notes	Defense	Amt	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Wounds

Loc	Body	Stun	Effect	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	

Combat Information

Base OCV _____	Base DCV _____
_____	_____
Total OCV _____	Total DCV _____
Combat Skill Levels	
_____	_____
_____	_____
_____	_____

Combat Maneuvers

Man	Phs	O	D	Effect
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs Rng Mods
Disarm	½	-2	+0	Str vs Str Disarm
Dodge	½	--	+3	vs All Atts, Abort
Grab	½	-1	-2	Grab 2 Limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½+	+0	-5	+4DC, Extra Seg
Move By	½	-2	-2	FMov, Str/2+v/5
Move Thr	½	-v/5	-3	FMov, Str+v/3
Set	1	+1	+0	Ranged Atts Only
Strike	½	+0	+0	Str or Attack
Blze Away	½	+0	+0	Use all Atts, Hit 3
Club Weap	½	+0	+0	Killing -> Normal
Cover	½	-2	+0	Delay Dmg to Tar
Dive F Cov	½	+0	+0	Abort, Avoid Att
Hipshot	½	-1/1	+0	+1 or +2 Init
Pull Punch	½	-1/5	+0	-1/5d6N, ½ Body
Roll with P	½	-2	-2	Abort aftr hit, ½ Dmg
Snap Shot	1	-1	+0	Attack from Cover
Sup. Fire	1	-2	+0	AF vs Hex Line
Sweep	1	-2/x	½	Multiple Attacks

Hit Location Table

Roll	Loc	Stunx	NStun	Bodyx	OCV	Def
3-5	Head	x5	x2	x2	-8	_____
6	Hands	x1	x½	x½	-6	_____
7-8	Arms	x2	x½	x½	-5	_____
9	Shoulders	x2	x1	x1	-5	_____
10-11	Chest	x3	x1	x1	-3	_____
12	Stomach	x4	x1½	x1	-7	_____
13	Vitals	x4	x1½	x2	-8	_____
14	Thighs	x2	x1	x1	-4	_____
15-16	Legs	x2	x½	x½	-6	_____
17-18	Feet	x1	x½	x½	-8	_____

Combat Modifiers

"	m	O	Target	O	Roll
0	0-3	-0	Ranged	-0	3d6
2-4	4-9	-0	Close HtH	-0	2d6+1
5-8	10-17	-2	Long HtH	-0	3d6
9-16	18-33	-4	Head Shot	-4	1d6+3
17-32	34-65	-6	High Shot	-2	2d6+1
33-64	66-129	-8	Body Shot	-1	2d6+4
65-128	130-257	-10	Low Shot	-2	2d6+7
129-256	258-513	-12	Leg Shot	-4	1d6+12
257-512	514-1km	-14			
x2 Rng	x2 Rng	(-2)			

Encumbrance Level

DCV/Dex _____ Move _____ End/Turn _____

Size

Skills, Perks, Talents

[illegible]

Powers and Equipment

[illegible]

Disadvantages

Type	Disadvantage	Game Info	Pts
Total Disadvantage Points			

Appearance

Sex _____	Skin _____
Apparent Age _____	Actual Age _____
Height _____	Weight _____
Hair _____	Eyes _____

Personality

Motivations

Connection to Other Characters

Money/Equipment/Notes

[illegible]