

Player Name: _____



___ PD	(STR/5)	x1	___	Resistant PD	___	Total PD	___
___ ED	(CON/5)	x1	___	Resistant ED	___	Total ED	___
___ SPD	1+ (DEX/10)	x10	___	Phases: 1 2 3 4 5 6 7 8 9 10 11 12			
___ REC	(STR/5)+(CON/5)	x2	___				
___ END	(CON x 2)	x1/2	___				
___ STUN	BODY+(STR/2)+(CON/2)	x1	___	Total Characteristics Points			

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

	Amount	Defense SFX
Physical Defense	_____	_____
Resistant Physical Defense	_____	_____
Energy Defense	_____	_____
Resistant Energy Defense	_____	_____
Mental Defense	_____	_____
Flash Defense (_____)	_____	_____
Power Defense	_____	_____
Other: _____	_____	_____
Other:		

STUN	0000000000	0000000000	0000000000	0000000000	0000000000				
	0000000000	0000000000	0000000000	0000000000	0000000000				
END	0000000000	0000000000	0000000000	0000000000	0000000000				
	0000000000	0000000000	0000000000	0000000000	0000000000				
BODY	00000	00000	00000	00000	00000	CHARGES	0000	0000	0000
CHARGES	0000	0000	0000	0000	0000	CHARGES	0000	0000	0000

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

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4DC
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-w/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon

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	

Roll	Location	STUN X	NOR STUN	BODY X	To Hit	Defense Weight
3-5	Head	x5	x2	x2	-8	__ / __
6	Hands	x1	x1/2	x1/2	-6	__ / __
7-8	Arms	x2	x1/2	x1/2	-5	__ / __
9	Shoulders	x3	x1	x1	-5	__ / __
10-11	Chest	x3	x1	x1	-3	__ / __
12	Stomach	x4	x1.5	x1	-7	__ / __
13	Vitals	x4	x1.5	x2	-8	__ / __
14	Thighs	x2	x1	x1	-4	__ / __
15-16	Legs	x2	x1/2	x1/2	-6	__ / __
17-18	Feet	x1	x1/2	x1/2	-8	__ / __
Average Def						_____
DCV Modifier						Total Weight

Character name _____

Height _____ Weight _____

Hair color _____ Eye color _____



Campaign name _____
Genre _____
Gamemaster _____

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Cost	Disadvantage	Roll	Cost	Disadvantage	Roll
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	Total Disadvantages Cost		