Character: _____

Normal ID: _____

Player Name: _____

Val	Char	Base	Cost	Pts.
___	STR.	10	x1	___
___	DEX.	10	x3	___
___	CON.	10	x2	___
___	BODY.	10	x2	___
___	INT.	10	x1	___
___	EGO.	10	x2	___
___	PRE.	10	x1	___
___	COM.	10	x1/2	___
___	PD (STR/5)	___	x1	___
___	ED (CON/5)	___	x1	___
___	SPD (1+DEX/10)	___	x10	___
___	REC (STR/5)+(CON/5)	___	x2	___
___	END (CONx2)	___	x1/2	___
___	STUN (BD)+(ST/2)+(CN/2)	___	x1	___

Characteristics Cost: ___

CHA Roll = 9+CHA/5

STR Roll: _____

DEX Roll: _____

INT Roll: _____

EGO Roll: _____

PRE Roll: _____

Run (6"): _____

Swim (2"): _____

Jump: _____

_____

_____

_____

PER Roll (9+INT/5): _____

Disadvantages	Base ( ) + Pts.

Experience

Disadvantages Total: _____

Experience Spent + _____

Total Cost = _____

Pts.	Skill / Talent / Perk / Power	(Roll) END

_____ :Skills and Powers Cost

_____ + Characteristics Cost

_____ = Total Cost

Base OCV: ____ Base DCV : ____

Adjustment + ____ Adjustment + ____

Final OCV = ____ Final DCV = ____

Levels: _____

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	—	+0	stops attack, abort
Brace	0	+2	1/2	+2 vs. RMod
Disarm	1/2	-2	0	can disarm: ST vs ST
Dodge	1/2	—	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	0	-5	x1.5 STR before Push
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or by weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: ___ SPD: ____ ECV (EGO/3): ____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

PD/rPD: _____ ED/rED: _____

END: _____ STUN: _____ BODY: _____

Roll	Loc	Sx	nSx	Bx	Hit	Def	Wt
3	Face	5	2	2	-8		
4	Neck	5	2	2	-8		
5	Skull	5	2	2	-8		
6	Hand	1	0.5	0.5	-6		
7	Forearm	2	0.5	0.5	-5		
8	Up Arm	2	0.5	0.5	-5		
9	Should	3	1	1	-5		
10	Chest	3	1	1	-3		
11	Chest	3	1	1	-3		
12	Stom	4	1.5	1	-7		
13	Vitals	4	1.5	2	-8		
14	Thigh	2	1	1	-4		
15	Knee	2	0.5	0.5	-6		
16	Calf	2	0.5	0.5	-6		
17	Ankle	1	0.5	0.5	-8		
18	Feet	1	0.5	0.5	-8		

Average Def _____

Total Weight _____

DCV Modifier _____

Circumstance	OCV	Roll
Head Shot (Head-Should)	-4	1d6+3
High Shot (Head-Vitals)	-2	2d6+1
Body Shot (Hands-Calves)	-1	2d6+4
Low Shot* (Shoulders-Feet)	-2	2d6+7
Leg Shot (Vitals-Feet)	-4	1d6+12

* Count 19 as Feet