NAME PLAYER



STAT POINTS + POWERS + CAMPAIGN POINTS + COMPLICATION POINTS = TOTAL POINTS

STATISTICS	DERIVED STA	risti	CS					
<b>INT</b> ELLIGENCE	PUNCH			STR x1D6	Кіск			STR+1 x1D6
WILLPOWER	ENDURANCE			CON x10	RECOVERY			STR +CON
PRESENCE				RESISTANCE			WILL x3	
TECHNIQUE	Max	LIFT		MAX /2	CARRY	MAX /4	THROW	
REFLEXES	RUN MOVE x2m	Spr	INT	MOVE x3m	LEAP	MOVE x1m	SWIM	MOVE x1m
<b>DEX</b> TERITY	STUN	BOD x5	SD		STR +CON	HITS	5	BOD x5
<b>CON</b> STITUTION	SPD	REF /2	ED		STR +CON	KD		
<b>STR</b> ENGTH	STUN TAKEN				HITS TAK	EN		
BODY	OFFENSIVE X			DEFENSIVE X				
MOVEMENT	EXPERIENCE				EXP SPE	NT		

HIT LOC	ATION TABLE		
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2 x damage	-6
6	Hand	1/2 damage	-4
7/8	L/R Arm	1/2 damage	-3
9	Shoulders	1 x damage	-3
10-11	Chest	1 x damage	-1
12	Stomach	1.5 damage	-5
13	Vitals	1.5 damage	-6
14	Thighs	1 x damage	-2
15/16	L/R Leg	1/2 damage	-3
17/18	L/R Foot	1/2 damage	-4

POWER		PP	END
ARMOUR	ΕV	KD/SD	EKD

SKILL	LEVEL	AV/DV	TALENT	COST	AV/I

WEAPON/ATTACK	TYPE	WA	RANGE	DAMAGE	SHOTS	ROF	COST/END

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NAME	
PLAYER	

EQUIPMENT	WT	COST
MONEY	\$	
SAVINGS CARRIED		
CARRIED		



PERSONALITY NOTES	DESCRIPTION
	Sex
	Age
	Height
	Weight
	Hair
	EYE COLOUR
	CLOTHING

## **ORIGIN & DESCRIPTION OF POWERS**

COMBAT A	CTION	<b>NS</b>	
ACTION	ОМ	DM	EFFECT
Attack	-	-	Strike, shoot, or Kick (-1)
Block	-	-	Stop attacks
Dodge	-	+3	Dodge but can't attack
Get up	-	-	After being knocked down
Grab	-2	-3	Both at -3 DEF, STR+Ath
Move	-	-	MOVE x 1, + another action
Run	-	-	MOVE x 2, + DV roll
Sprint	1/2	1/2	MOVE x 3
Throw	-	-	<ul> <li>-4 for unbalanced objects</li> </ul>
Abort	-	-	Use DEF action
Aim	+1	-	+1/phase (max +3)
Choke hold	-4	-	2D6 killing attack
Disarm	-	-	Knock weapon from hand
Dive for cove	r -	-	Athletics diff. 8 +1/meter
Draw & attack	<b>(</b> -3	-	Fast-draw
Entangle	-	-	Opponent must Escape
Escape	-	-	STR+Athletics/h-to-h
Haymaker	-3	-	+3D6
Move thru	-1/10m	-3	Run and HTH attack*
Move by	-2	-2	Run and HTH attack*
Recover	-	-5	Recover Stun & Endurance
Sweep/Trip	-	-	Opp -2 REF next attack
Wait	-	-	Wait for chance to act

RANG	E TABI	.E				
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME	
Meters	4m<	10m<	50m<	51>*	>Listed Range	
Off Mod	0	-2	-4	-6	-6 (+1)**	
* Upto Listed Range of Weapon ** Plus -1 for every 50m past listed range						

LIFEPATH NOTES	PERK/COMPLICATION	COST

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