

NAME: _____
 PLAYER: _____



CHARACTER DESCRIPTION	

VALUE	CHARACTERISTIC
	INT (Intelligence)
	WILL (Will Power)
	PRE (Presence)
	TECH (Technique)
	REF (Reflexes)
	DEX (Dexterity)
	CON (Constitution)
	STR (Strength)
	BODY (Body)
	MOVE (Movement)

SKILLS	OP

CHARACTER LIFEPATH	

SD = Con x 2	RUN = Move x2
ED = Con x 2	Sprnt=Move x3
SPD = REF/2	Swim=Move x1
REC = STR+CON	Leap = Move x1
END = CON x 10	RES = Will x 3
STUN = BODY x5	STUN Taken
HITS = BODY x 5	HITS Taken
LUCK = INT + REF	HUM (Humanity)

POWERS & ABILITIES	PP

CHARACTERISTICS COST:	
EQUIPMENT	COST

TALENTS AND PERKS	OP

COMBAT ACTIONS (MANEUVERS)			
ACTION	OM	DM	EFFECT
Attack	NA	NA	Make an attack.
Block	NA	NA	Stop 1 attack w/ success
Dodge	NA	+3	Can't attack that Phase.
Get up	NA	NA	Get up
Grab	-2	-3	Grab. Both at -3 Defense
Run	NA	NA	Move upto full combat move
Sprint	NA	NA	Move at full, 1/2 Def, 0 Ref
Other	NA	NA	Reload, change weapon, etc.
Throw	NA	NA	-4 for unbalanced object
Abort	NA	NA	Use a defense out of turn.
Aim	+3	NA	Add +1 per phase, +3 max
Choke	-4	NA	DC 2, must follow grab.
Disarm	NA	NA	Knock away weapon
Draw	-3	NA	Draw and fire in one action
Entangle	NA	NA	Immobilize opponent
Escape	NA	NA	Escape with STR+Athletics
Haymaker	-3	NA	+3 dice to regular
Recover	NA	-5	Get Stun back = to REC
Sweep	NA	NA	Opponent falls, at -2 Ref
Wait	NA	NA	Wait for chance to act later

COMPLICATIONS	OP

Weapon/Attack	WA	Range	DC/Stun	ROF	Notes

RANGE TABLE					
Range	Melee	Close	Med	Long	Extr.
Meters	0-4m	10m	50m	51m+	listed
Off. Mod	0	-2	-4	-6	**

** -6 Plus a -1 for every added 50m range

HIT LOCATION TABLE			
Roll	Location	Effect	Mod
3-5	Head	2x dmg	-6
6	Hand	1/2 dmg	-4
7-8	Arm	1/2 dmg	-3
9	Shoulder	1x dmg	-3
10-11	Chest	1x dmg	-1
12	Stomach	1.5 dmg	-5
13	Vitals	1.5 dmg	-6
14	Thigh	1x dmg	-2
15-16	Leg	1/2 dmg	-3
17-18	Foot	1/2 dmg	-4