Character Name	
Alternate Identities	3
Player Name	



EXPERIENCE POINTS

Total Points

CHARACTERISTICS					
Val	Char	Points	Roll		
	STR				
	DEX				
	CON				
	INT				
	EG0				
	PRE				
	OCV	-			
	DCV				
	OMCV				
	DMCV				
	SPD				
	PD				
	ED				
	REC				
	END				
	BODY		Total Cost		
	STUN				

CURRENT STATUS			
	Maximum	Current	
END			
BODY			
STUN			
VI	VITAL INFORMATION		

VITAL INFORMATION
HTH damage (STR/5)d6
Lift STR END Cost Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV Base DCV
Base OMCV Base DMCV
Combat Skill Levels
Presence Attack (PRE/5)d6

Total	Experie	nce	Earno	ed		
Exper	ience Spe	ent		_		
Exper	ience Uns	spent		_		
I	HIT LO	CA	ΓΙΟΙ	1 CH	AF	RT
3d6		STUN	N	BODY	To	Defense/
Roll	Location	X	STUN	X	Hit	Weight
3-5	Head	х5	x2	x2	-8	
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/_
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/_
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/_
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	rage [Def	
DCV	/lodifier			l Weig	1	

Armor Notes

ATT	ACF	(S &	& M	IANEUVERS
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone

DEI	DEFENSES		
Туре	Amount/Effect		
Normal PD			
Resistant PD			
Normal ED			
Resistant ED			
Mental Defense			
Power Defense			
Flash Defense			
	-		

SENSES
Perception Roll (9+INT/5)
Enhanced and Unusual Senses

Range (m) 0-8 9-16 17 OCV mod -0 -2	7-32 33-6 -4 -6		5 126-250 -10
Targeting Shot	0	CV Hit L	ocation.
Head Shot (Head to Shou	ılders) -	4 1	d6+3
High Shot (Head to Vitals)) -	2 2	d6+1
Body Shot (Hands to Legs	s) -	1 2	d6+4
Low Shot (Shoulders to F	eet) -	2 20	d6+7*
Leg Shot (Vitals to Feet)	-	4 10	d6+12

COMBAT MODIFIERS

* Treat a 19 as the Feet location

MOVEMENT			
Туре	Combat	Noncombat	
Run (12m)			
Swim (4m)			
H. Leap (4m)			
V. Leap (2m)			
	_		
Movement SFX	<u>'</u>		

CHARACTER	INFORMATION
Character Name_	
Height	_ Weight
Hair color	_ Eye color



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

SKILLS, PERKS, & TALENTS		
Cost	Name	Roll
_		
_		
_		
_		
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l		
l		
l		
l		
	Total Skills, Perks, & Talents	Cost

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
			_
			_
			_
			_
			_
			_
			_
_			_
			_
	Total Powers/Es	uinment Coet	_
	Total Powers/Eq	uipinent oost	

	MATCHING COMPLICATIONS ()
Cost	Complication
	Total Complications Points