NAME

PLAYER

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OCV	DCV

PD	rPD	ED	rED

CHARACTERISTICS

VALUE	STAT	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	x½	
	PD		x1	
	ED		x1	
	SPD		x10	
	REC		x2	
	END		x½	
	STUN		x1	
	MANA		x1	
	MREC		x2	

CHARACTERISTIC ROLLS

STR:	DEX:
CON	INT:
PER:	EGO:
RUN :	
LEAP:	
SWIM:	

EXPERIENCE:

SKILLS AND ABILITIES

PTS	ABILITY	END

SKILLS AND ABILITIES COST:	
CHARACTERISTICS COST:	
TOTAL COST:	
DISADVANTAGES:	
EXPERIENCE SPENT	

COMBAT MANEUVERS

MANEUVER	TIME	OCV	DCV	EFFECT
Block	½	+0	+0	abort, block
Brace	0	+2	½	only for range mod
Disarm	½	-2	+0	STR vs STR contest
Dodge	½	+0	+3	vs all attacks
Grab	½	-1	-2	STR vs STR contest
Haymaker	½	+0	-5	+4 damage classes
Move By	½	-2	-2	STR/2 + V/5
Move Through*	½	-V/5	-3	STR+V/3
Set	1	+1	+0	for all attacks
Strike	½	+0	+0	by STR or weapon

HIT LOCATIONS

3D6	LOCATION	STN	NSTN	BOD	CV
3	Top of Head	x5	x2	x2	-5
4	Neck	x5	x2	x2	-5
5	Face	x5	x2	x2	-5
6	Hands	x1	x½	x½	-4
7	Lower Arm	x2	x½	x½	-4
8	Upper Arm	x2	x½	x½	-4
9	Shoulder	x3	x1	x1	-3
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-4
13	Vitals	x4	x1½	x2	-5
14	Thighs	x2	x1	x1	-4
15	Upper Leg	x2	x½	x½	-3
16	Knee	x3	x1	x½	-4
17	Lower Leg	x2	x½	x½	-3
18	Feet	x1	x½	x½	-4

DISADVANTAGES

DISADVANTAGE	PTS