HERO RECORD SHEET

Name:

Player:

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EYES:	HAIR:
HEIGHT:	WEIGHT:
STATUS:	

TURN	END	1	2	3	4	5	6	7	8	9	10	11	12	REC
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														

KO=Knocked Out **S**=Stunned **F**=Flashed **A**=Aborted **D**=Delayed

NOTES

CHARACTERISTIC ROLLS

STR:	DEX:	CON:
INT:	PER:	EGO:
MOVE:		

RNG MOD	0-2	3-4	5-8	9-12	13-16	17-24	25-32	22-48	49-64
	-0	-1	-2	-3	-4	-5	-6	-7	-8

POSSESSIONS

ITEM	LOCATION	WEIGHT	DEF	BOD

ENCUMBRANCE

	END/ TURN	CV MOD	SKILL ROLL	MOVEMENT
TRAVEL WEIGHT				
COMBAT WEIGHT				

WEAPON	OCV	RNG	DMG	STN MOD	STR MIN	DEF	BOD

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	
Strike	½	+0	+0	by STR or weapon

HIT LOCATIONS

3D6	LOCATION	STN	NSTN	BOD	CV	DEF
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	Chest	x3	x1	x1	-3	
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	

OCV:	DCV:
ECV:	Ave DEF:

PD	rPD	ED	rED

STUN

BODY