

VALUE	CHAR	COST	ROLL	BASE	PTS
	STR	x1			
	DEX	x2			
	CON	x1			
	INT	x1			
	EGO	x1			
	PRE	x1			
	OCV	x5			
	DCV	x5			
	OMCV	x5			
	DMCV	x5			
	SPD	x10			
	PD	x1			
	ED	x1			
	REC	x1			
	END	x1/5			
	BODY	x1			
	STUN	x1/2			
Characteristics Cost: _____					



NAME: _____
SECRET ID: _____
PLAYER: _____
CAMPAIGN: _____

PTS POWERS END

ATTACK	OCV	DCV	EFFECT
Block	+0	+0	Block, abort
Brace	+2	1/2	+2 vs range only
Disarm	-2	-0	Disarm, STR vs STR
Dodge	+0	+3	Dodge, abort
Grab	-0	-2	Grab 2 limbs, exert
*Haymaker	+0	-5	+4 damage classes
†Move By	-2	-2	STR/2 + v/10 damage
†Move Through	-v/10	-3	STR + v/6 in damage
Set	+1	+0	Full phase
Shove	-1	-1	Push 1m/5 STR
Strike	+0	+0	STR or weapon damage
Throw	+0	+0	STR dam, Target prone
Trip	-1	-2	Target prone
* lands end of next segment			†Attacker may take damage

POWERS COST: _____

COMPLICATIONS	PTS
COMPLICATIONS TOTAL:	

EXPERIENCE	CHARACTERISTICS _____
	POWERS _____
	TOTAL COST _____
	EXPERIENCE SPENT _____

PER ROLL: _____
RUN: _____
LEAP: _____
SWIM: _____

PD: _____	SPD
rPD: _____	1
ED: _____	2
rED: _____	3
MD: _____	4

HAIR: _____	5
	6
EYES: _____	7
	8
HEIGHT: _____	9
	10
WEIGHT: _____	11
	12