Character Name: Jon-The Blob-Graske
Alternate Identities:
Player Name:

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CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
15	STR	10	x1	5	12-	HTH damage 3 d6 Lift 200kg END (1)
20	DEX	10	x3	30	13-	OCV 7 DCV 7
15	CON	10	x2	10	12-	
15	BODY	10	x2	10	12-	
16	INT	10	x1	6	12-	Perception Roll 12-
15	EGO	10	x2	10	12-	Base ECV 5
15	PRE	10	x1	5	12-	Base Presence Attack 3 d6
10	COM	10	x1/2	0	11-	
5/12	PD	(STR/5)	x1	2		Resistant PD 0/7 Total PD 5/12
5/12	ED	(CON/5)	x1	2		Resistant ED 0/7 Total ED 5/12
4	SPD	1+ (DEX/10)	x10	10		Phases: 1 2 3 4 5 6 7 8 9 10 11 12
10	REC	(STR/5)+(CON/5)	x2	8		
42	END	(CON x 2)	x1/2	6		
40	STUN	BODY+(STR/2)+(CON/2)	x1	9	138	**Total Characteristics Points**

ATTACKS

Primary attack power _____ d6
Secondary attack power _____ d6
Tertiary attack power _____ d6
Attack SFX _____
Other attack SFX _____

EXPERIENCE POINTS

Total earned	30
Spent	23
Unspent	7
Base points	200
Disad points	50

DEFENSES

	Amount	Defense SFX
Physical Defense	5/12	
Resistant Physical Defense	0/7	
Energy Defense	5/12	
Resistant Energy Defense	0/7	
Mental Defense	0	
Flash Defense (_____)		
Power Defense	0	
Other: _____		
Other: _____		

MOVEMENT

Type	Combat	NonCom
Run (6")	15"	30"
Swim (2")	6"	12"
H. Leap (3 ")	6"	12"
V. Leap (2 ")	3"	6"
Flight	15"	30"

Movement SFX _____
Movement SFX _____

DAMAGE AND CHARGE TRACKER

STUN ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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BODY ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

CHARGES ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

COMBAT INFORMATION

Base OCV	7	Base DCV	7
Adjustments	+/-	Adjustment	+/-
Total OCV	7	**Total DCV**	7

Combat Skill Levels _____
+2 with any single attack

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4DC
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

HIT LOCATION CHART

Roll	Location	STUN X	NOR STUN	BODY X	To Hit	Defense Weight
3-5	Head	x5	x2	x2	-8	__ / __
6	Hands	x1	x1/2	x1/2	-6	__ / __
7-8	Arms	x2	x1/2	x1/2	-5	__ / __
9	Shoulders	x3	x1	x1	-5	__ / __
10-11	Chest	x3	x1	x1	-3	__ / __
12	Stomach	x4	x1.5	x1	-7	__ / __
13	Vitals	x4	x1.5	x2	-8	__ / __
14	Thighs	x2	x1	x1	-4	__ / __
15-16	Legs	x2	x1/2	x1/2	-6	__ / __
17-18	Feet	x1	x1/2	x1/2	-8	__ / __

Average Def _____
DCV Modifier _____ **Total Weight** _____

CHARACTER INFORMATION

Character name Jon-The Blob-Graske

Height 1.82 m Weight 80.00 kg

Hair color Brown Eye color Brown

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CAMPAIGN INFORMATION

Campaign name _____

Genre _____

Gamemaster _____

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
4	+2 with any single attack	
3	Acrobatics	13-
3	Climbing	13-
3	Breakfall	13-
3	Combat Driving	13-
3	Combat Piloting	13-
3	Concealment	12-
3	Contortionist	13-
3	Criminology	12-
3	Cryptography	12-
3	Disguise	12-
3	Forgery	12-
5	Lockpicking	14-
3	Paramedics	12-
3	Security Systems	12-
3	Shadowing	12-
7	Sleight Of Hand	15-
7	Stealth	15-
3	Streetwise	12-
8	Survival (Temperate/Subtropical, Tropical, Mountain, Urban)	12-
3	Tracking	12-
9	Transport Training: TF: Common Motorized Ground Vehicles, Balloons & Zeppelins, Carts & Carriages, Combat Aircraft, Equines, Helicopters, Large Planes, Small Planes, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles	
10	Two-Weapon Fighting (HTH)	
8	Weapons Training: WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Garrote, Off Hand	
10	Magic Skill: PS	19-
116	**Total Skills, Perks & Talents Cost**	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
5	Blob powers	Elemental Control, 30-point powers, (15 APs); all slots Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 APs; -1), Activation Roll 14- (-½), Only in Blob Form (-¼), Magic Rules Apply Power does not work in Uncommon Circumstances (-¼)	
5	Spider Climb	1) Flight 15" (30 APs); Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 APs; -1), Must be touching a surface with at least 1 point of contact. Power does not work in Common Circumstances (-½), Activation Roll 14- (-½), Only in Blob Form (-¼)	3
4	Tremor Sense	2) Active Sonar (Touch Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees) (30 APs); Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 APs; -1), Costs Endurance (-½), Activation Roll 14- (-½), Only in Blob Form (-¼), Magic Rules Apply Power does not work in Uncommon Circumstances (-¼)	3
5	Blob Armor	3) Force Field (7 PD/7 ED/3 Flash Defense: Touch Group/3 Flash Defense: Sight Group) (Protect Carried Items) (30 APs); Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 APs; -1), Activation Roll 14- (-½), Only in Blob Form (-¼), Magic Rules Apply Power does not work in Uncommon Circumstances (-¼)	3
19	**Total Powers/Equipment Cost**		

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll
25	Believes in Magic: (Very Common; Total)				
25	Believes in Psionics: (Very Common; Total)				
			50	**Total Disadvantages Cost**	

Name	Percep.Roll	DCV	OCV	Combat Skill	Total OCV	STR Roll	Ego Roll	Powers	Mods	Activation Roll	Skill Roll	END
Jon	12	7	7	2	8	12	12	**M1 Rifle 2d6k**	1/2 range mod	na	na	na
			7	2	8	12	12	**Colt45 2d6**		na	na	na
Magic Skill	19							**SpiderClimb 15"**		14	13	**3**
Magic Skill	19							**TremorSense**		14	13	**3**
Magic Skill	19							**Blob Armor**		14	13	**3**
				7.5								