

Character Name: Luke Fullbright

Alternate Identities: _____

Player Name: _____



CHARACTERISTICS

Table with columns: Val, Char, Base, Cost, Points, Roll, Notes. Rows include STR, DEX, CON, BODY, INT, EGO, PRE, COM, PD, ED, SPD, REC, END, STUN.

ATTACKS

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

DEFENSES

Table with columns: Amount, Defense SFX. Rows include Physical Defense, Resistant Physical Defense, Energy Defense, Resistant Energy Defense, Mental Defense, Flash Defense, Power Defense, Other.

DAMAGE AND CHARGE TRACKER

STUN [Progress bars]
END [Progress bars]
BODY [Progress bars]
CHARGES [Progress bars]

COMBAT INFORMATION

Base OCV 6 Base DCV 6
Adjustments +/- Adjustment +/-
Total OCV 6 Total DCV 6
Combat Skill Levels _____
+2 with any single attack

COMBAT MANEUVERS

Table with columns: Maneuver, Phase, OCV, DCV, Effect. Rows include Block, Brace, Disarm, Dodge, Grab, Grab By, Haymaker, Move By, Move Through, Set, Strike.

EXPERIENCE POINTS

Total earned 30
Spent 9
Unspent 21
Base points 200
Disad points 70

MOVEMENT

Table with columns: Type, Combat, NonCom. Rows include Run (6"), Swim (2"), H. Leap (3"), V. Leap (2"), Flight.

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

Table with columns: Roll, Location, STUN X, NOR STUN X, BODY X, To Hit, Defense Weight. Rows include 3-5 Head, 6 Hands, 7-8 Arms, 9 Shoulders, 10-11 Chest, 12 Stomach, 13 Vitals, 14 Thighs, 15-16 Legs, 17-18 Feet.

CHARACTER INFORMATION

Character name Luke Fullbright
 Height 1.84 m Weight 85.00 kg
 Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign name _____
 Genre _____
 Gamemaster _____

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
10	<u>Divine Magic: KS</u>	<u>18-</u>
3	<u>Demolitions</u>	<u>11-</u>
3	<u>Electronics</u>	<u>11-</u>
3	<u>Mechanics</u>	<u>11-</u>
4	<u>Navigation (Air, Land, Marine)</u>	<u>11-</u>
5	<u>Oratory</u>	<u>14-</u>
9	<u>Paramedics</u>	<u>14-</u>
3	<u>Streetwise</u>	<u>13-</u>
8	<u>Survival (Temperate/Subtropical, Tropical,</u>	
	<u>Desert, Mountain)</u>	<u>11-</u>
15	<u>TF: Common Motorized Ground Vehicles,</u>	
	<u>Balloons & Zeppelins, Combat Aircraft,</u>	
	<u>Equines, Flying Beasts, Helicopters, Large</u>	
	<u>Motorized Boats, Large Planes, Large Rowed</u>	
	<u>Boats, Large Wind-Powered Boats, Rafts,</u>	
	<u>Small Motorized Boats, Small Planes, Small</u>	
	<u>Rowed Boats, Small Wind-Powered Boats,</u>	
	<u>Two-Wheeled Muscle-Powered Ground Vehicles</u>	
3	<u>Climbing</u>	<u>13-</u>
4	<u>+2 with any single attack</u>	
3	<u>Combat Driving</u>	<u>13-</u>
3	<u>Bureaucratics</u>	<u>13-</u>
3	<u>Conversation</u>	<u>13-</u>
5	<u>Combat Piloting</u>	<u>14-</u>

84 Total Skills, Perks & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
3	<u>Detect Evil</u>	Detect A Single Thing 14- (Unusual Group), Increased Arc Of Perception (360 Degrees), Sense (15 APs); Must Have Faith Power loses almost all of its effectiveness (-2), OAF (Focus - Holy Symbol; -1), Requires A Skill Roll (-½)	
3	<u>Immunity to Disease</u>	Life Support (Immunity: All terrestrial diseases and biowarfare agents) (10 APs); Must have Faith Power loses almost all of its effectiveness (-2)	
17	<u>Wings</u>	Flight 30" (60 APs); OAF (-1), Restrainable (-½), Requires A Skill Roll (-½), Activation Roll 15- (-¼), Only In Heroic Identity (-¼), Conditional Power Power does not work in Very Uncommon Circumstances (Must have faith; -0)	6
3	<u>Lay on Hands</u>	Healing BODY 2d6 (20 APs); Must Have Faith Power loses almost all of its effectiveness (-2), OAF (Focus - Holy Symbol; -1), Extra Time (Full Phase, -½), Restrainable (-½), Requires A Skill Roll (-½), Only In Heroic Identity (-¼), Activation Roll 15- (-¼)	2
6	<u>Protection from Evil</u>	Desolidification (40 APs); Must Have Faith Power loses almost all of its effectiveness (-2), Only To Protect Against EVIL (-1), OAF (Focus - Holy Symbol; -1), Only to Aid Self (-1), Requires A Skill Roll (-½), Activation Roll 15- (-¼)	4
3	<u>Cure Disease</u>	Healing BODY 2d6 (20 APs); Must Have Faith Power loses almost all of its effectiveness (-2), Only Heals Diseases Power does not work in Extremely Common Circumstances (-1 ½), OAF (Focus - Holy Symbol; -1), Extra Time (Full Phase, -½), Requires A Skill Roll (-½), Activation Roll 15- (-¼)	2
6	<u>Shocking Grasp</u>	Killing Attack - Ranged 3d6 (45 APs); Must Have Faith Power loses almost all of its effectiveness (-2), Not vs Anti-magic Power loses almost all of its effectiveness (-2), OAF (Focus - Holy Symbol; -1), No Range (-½), Requires A Skill Roll (-½), Activation Roll 15- (-¼), No Knockback (-¼), Required Hands One-Handed (-0)	4
9	<u>Mst Form</u>	Desolidification (40 APs); Not vs Anti-magic Power loses almost all of its effectiveness (-2), Requires A Skill Roll (-½), Cannot Pass Through Solid Objects (-½), Activation Roll 15- (-¼), Extra Time (Delayed Phase, Only to Activate, -¼)	4

50 Total Powers/Equipment Cost

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll
20	<u>Social Limitation Lawful Good: (Very Frequently;</u>				
	<u>Severe; Not Limiting In Some Cultures)</u>				
25	<u>Believes in Magic: (Very Common; Total)</u>				
25	<u>Believes in a God: (Very Common; Total)</u>				

70 Total Disadvantages Cost

Name	PercepRoll	DCV	OCV	Combat Skill	Total OCV	STR Roll	Ego Roll	Powers	Mods	Activation Roll	Skill Roll	END
Luke	11	6	6	2	8	12	12	M1 Rifle 2d6k	1/2 range mod	na	na	na
			6	2	8	12	12	Colt45 2d6		na	na	na
								Divine Magic Skill			18	
	14							Detect Evil	Perception	14		na
								Immune to Disease		na	na	na
								Wings; Flight 30"	1 END per 5"	na	12	6
								LayOnHands Body 2d6	2 = 1 Body	15	16	2
								ProtectionFromEvil		15	14	4
								CureDisease Body2d6	2 = 1 Body	15	16	2
			6	2	8			ShockingGrasp 3d6k	noSTR+	15	13	4
								Mist Form		15	14	4