

Name	PercepRoll	DCV	OCV	Combat Skill	Total OCV	STR Roll	Ego Roll	Powers	Mods	Activation Roll	Skill Roll	END
Vic	11	7	7	3	10	13	12	M1 Rifle 2d6k	1/2 range mod	na	na	na
		7	7	3	10	13	12	Colt45 2d6		na	na	na
		7	7	3	10			Missile Deflection	OCV vs OCV			
		9	7	3	10			Strike 8d6				4
		8	7	3	10			Throw 6d6 + target v/5				4

Character Name: Victor Lee v5

Alternate Identities: \_\_\_\_\_

Player Name: George



**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 7 Base DCV 7
Adjustments +/- Adjustment +/-
Total OCV 7 Total DCV 7
Combat Skill Levels \_\_\_\_\_
+1 with any single attack

**COMBAT MANEUVERS**

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

**EXPERIENCE POINTS**

Total earned 30
Spent 30
Unspent 0
Base points 200
Disad points 50

**MOVEMENT**

Table with columns: Type, Combat, NonCom. Rows include Run (6"), Swim (2"), H. Leap (4"), V. Leap (2").

**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.

