NAME:

PLAYER:

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OCV	DCV

LEVELS	MCV	LEVELS

CHARACTERISTICS

VALUE	STAT	BASE	COST	PTS
	STR	10	x1	
	DEX	10	x1	
	CON	10	x1	
	BODY	10	x1	
	INT	10	x1	
	EGO	10	x1	
	PRE	10	x1	
	COM	10	x1/5	
	PD	2	x1	
	ED	2	x1	
	SPD	2	x10	
	REC	4	x1	
	END	20	x1/5	
	STUN	20	x½	
	MANA	20	x1/5	

CHARACTERISTIC ROLLS

STR:	DEX:
CON	INT:
PER:	EGO:

COMPLICATIONS

COMPLICATION	PTS
TOTAL:	

EXPERIENCE:

SPENT:

SKILLS AND ABILITIES

PTS	ABILITY	END

ABILITIES:		+CHARACTERISTICS:	
TOTAL:		− COMPLICATIONS:	

COMBAT MANEUVERS

MANEUVER	TIME	OCV	DCV	EFFECT
Block	½	+0	+0	abort, block
Brace	0	+2	½	only for range
Disarm	½	-2	+0	STR vs STR
Dodge	½	+0	+3	vs all attacks
Grab	½	-1	-2	STR vs STR
Haymaker	½	+0	-5	+4 dam classes
Move By	½	-2	-2	STR/2 + V/10
Move Through*	½	-V/10	-3	STR+V/6
Set	1	+1	+0	for all attacks
Strike	½	+0	+0	by STR / weapon

RANGE MODIFIERS

RANGE (m)	0-8	9-12	13-16	17-24	25-32	33-48
MODIFIER	-0	-1	-2	-3	-4	-5

HIT LOCATIONS

3D6	LOCATION	STN	NSTN	BOD	CV
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
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-4
13	Vitals	x4	x1½	x2	-5
14	Thighs	x2	x1	x1	-3
15	Knee	x3	x1	x½	-4
16	Lower Leg	x2	x½	x½	-4
17	Left Foot	x1	x½	x½	-4
18	Right Foot	x1	x½	x½	-4

DEFENSES

PD	rPD	ED	rPD

AVE PD/rPD	AVE PD/rPD

OTHER DEFENSES	

MOVEMENT

RUNNING:	
LEAPING:	
SWIMMING:	
OTHER:	

DESCRIPTION

HAIR:			
EYES:			
SKIN:			
HEIGHT:		WEIGHT:	
OTHER:			

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