Name:
Player:

Val	Char		Base	Cost	Max	Pts.
	STR	.....	15	x1		
	DEX	.....	5	x3		
	CON	.....	10	x2		
	BODY	.....	12	x2		
	INT	.....	10	x1		
	EGO	.....	10	x2		
	PRE	.....	10	x1		
	COM	.....	10	x1/2		
	PD	(STR/5)		x1		
	ED	(CON/5)		x1		
	SPD	(1+DEX/10)		x10		
	REC	(PD+ED)		x2		
	END	(CONX2)		x1/2		
	STUN	(BODY)+ (STR/2)+(CON/2)		x1		

Characteristics cost:

CHA Roll = 9+CHA/5

STR ROLL:
DEX ROLL:
INT ROLL:
EGO ROLL:

Run (6"):
Swim (2"):
Jump (L/H):

PER ROLL (9+INT/5):

Disadvantages:

Base ( ) +pts.

Experience

Disadvangates Total:
Experience Spent +
Total Cost=

Pts.	Skill / Talent / Perk / Power	End / Roll

:Skills Cost
+Char Cost
= Total Cost

Base OCV (DEX/3):
Adjustment +
Final OCV =

Base DVC (DEX/3):
Adjustment +
Final DCV =

Levels:

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	--	+0	stops attack, abort
Brace	0	+2	1/2	+2 vs. Rmod
Disarm	1/2	-2	0	can disarmn; STR vs. STR
Dodge	1/2	-	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1.5 STR before pushing
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or weapon type
Other Attacks	1/2	+0	+0	

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

DEX: SPD: ECV (EGO/3):
Phases: 1 2 3 4 5 6 7 8 9 10 11 12
PD/rPD: ED/rED:
END: STUN: BODY: