NAME	
PLAYER	

INT		TECH		CON	
WILL		REF		STR	
PRE		DEX		BODY	
MOVE					
RES (WILLx3)		LUCK (INT+REF)			
SPD (REF/2)		SD (CONx2)			
END (CONx10)		REC (CON+STR)			
HITS (BODYx5)		STUN (BODYX5)			
RUN (MOVEx2)		SPRINT (MOVEx3)			
SWIM (MOVE)		LEAP (MOVE)			

HITS Taken
STUN Taken
END Taken

Offensive X REF+SKILL+DC	
Defensive X DEX+SKILL+(HITS/5)+(DEF/5)	

AV	DV	Armor KD

XPs	LUCK Spent	HERO Pts

Skill/Talent/Perk (Stat)	Level	AV/DV	Skill/Talent/Perk (Stat)	Level	AV/DV
			Complications		Cost

Weapons	WA	DC	Dmg	STR Min	INIT	Size	Note

Armor	KD/DV+	Notes	Armor	KD/DV+	Notes

Hit Location Table

LOCATION	EFFECT	MOD	KD
Head	2x Damage	-6	_____
Hand/Forepaws	1/2x Damage	-4	_____
Arms/Forelimb	1/2x Damage	-3	_____
Shoulder	1x Damage	-3	_____
Chest	1x Damage	-1	_____
Stomach	1 1/2x Damage	-5	_____
Vitals	1 1/2x Damage	-6	_____
Thighs	1x Damage	-3	_____
Legs/Hind limb	1/2x Damage	-4	_____
Feet/Hind Paws	1/2x Damage	-4	_____

Range	DV(Modifier)
Melee (0-4 m/yds)	4(0)
Close (5-10 m/yds)	8(-2)
Medium (11-50 m/yds)	12(-4)
Long (51-to listed range)	16(-6)
Extreme(> listed range)	16, +2 per +100 m/yds (-2 per 100 m/yds beyond listed range)

Action Summary

Actions	Notes
Abort	Interrupt for Dodge, Block, Dive for Cover.
Aim	+1 to the attack per phase, up to +3.
Attack	Attack (optionally, add modifiers).
Block	Roll vs. the Attacker's Attack roll. You attack first next phase.
Called Shot	Hit specific location. Variable REF pen.
Choke Hold	A Grab at -4 REF, 2D6 Killing.
Disarm	Knock opponent's weapon from hand.
Dive for Cover	REF + Athleticsvs 8, +1 per m/yd.
Dodge	+3 DV, cannot attack.
Draw & Attack	-3 to REF.
Entangle	Immobilize opponent.
Escape	STR + Athletics (or combat) skill.
Get Up	Get up from being prone.
Grab	-2 to perform; -3 Defense for both.
Haymaker	+3 STR for damage, with -3 to REF.
Mntd Charge	-1 REF, -2 DEX. +1 DC up to MOVE, +2 up to RUN. Attack is AP
Move	May perform one other action.
Move By	-2 penalty to REF & DEX. 1/2 STR +1 D6 per 10 m/yds. Take 1/3 damage.
Move Thru	-1 per 10 m/yds & -3 DEX. STR + 1 D6 per 5 m/yds moved. Take 1/2 damage.
Recover	-5 to DV, get REC back in Stun, END.
Retreat	Move backwards up to 1/2 MOVE.
Run	Move x2.
Set	+1d6 per 10m/yds the enemy moved.
Sprint	Move x3 at 1/2 DEX, 0 REF.
Sweep/Trip	Opponent falls; -2 penalty to his REF next phase, must spend Action to get up.
Throw	Throw one object (-4 if not made for throwing).
Wait	Wait for a chance to take your action.

Description
Height:
Weight:
Sex:
Race:
Age:
Appearance
Eyes:
Hair:
Other Notable Features:

General Use: Extra Skills/Talents, Abilities, etc.					

Background Story

Equipment	Cost

Life Path

Money:	Silver Coins	Gold Coins
Wealth		
Carried		