

**Character:** \_\_\_\_\_ **Concept** \_\_\_\_\_ **Secret ID:** \_\_\_\_\_

Stat	VALUE	Base	Cost	Stat	VALUE	Base	Cost	Combat value
STR		10		PRE		10		(DEX/3) <input type="text"/>
PEX		10		DEF		0		EGO combat Value (EGO/3) <input type="text"/>
BODY		10		SPP		2		
INT		10						
EGO		10						

**total stat cost**

**REC** (Body x 1)  **STUN** (Body x 2)  **K.O.** (Body x 3)  **ENP** (Body x 4)

**POWER** Effect Worth Pre-Paid Cost END Final Cost

Power 1					
Adv				Lim	
Power 2					
Adv				Lim	
Power 3					
Adv				Lim	
Power 4					
Adv				Lim	
Power 5					
Adv				Lim	
Power 6					
Adv				Lim	
Power 7					
Adv				Lim	
Power 8					
Adv				Lim	
Power 9					
Adv				Lim	
Power 10					
Adv				Lim	

Total Power Points: \_\_\_\_\_

**Disadvantages** \_\_\_\_\_ **Points** \_\_\_\_\_

Empty box for notes or character details.

**SKILL** Level cost

Empty box for skill list.

Punch	+0	+0	1xDmg
Grab	-1	-2	May be followed by Squeeze/Throw
Block	+0	+0	Roll OCV for OFF, gain SPD adv for next strike
Dodge	+0	+3	No Attack
AE attack	1/2 rng	+0	Target area DCV = 3, compare to individual DCVs
Brace	+1, 2x rng	DCV=0	Sacrifice current Phase, no movement, combo w/ Set
Coordinated	-2	-2	Stun dmg is cumulative, Attack KO's are added together
Find Weakness	+0	+0	Reduce target's DCV
Move By	-2	-2	x1/2+velocity/5
Move-Thru	-velocity/5	-3	x1+velocity/5
Move before Attack	-1		
Acrobatics	+2 DCV		Move must be 2"+, combo'd w/ another maneuver
Assist			One character may use OCV of the helper
Bounce Attack			+1 Surprise per Skill lvl used
Spread Attack	+1 OCV per decreased die		or per extra adjacent target
Totally Surprised		DCV=0	2x KO dmg
Momentary Surprised		1/2 DCV	