Character Name: **Player:** **Race:** **Campaign/GM:**

Attributes	Rank	AV	Adj.
Strength			
Size			
Agility			
Reflexes			
Constitution			
Fortitude			
Reasoning			
Willpower			
Spirit			
Perception			

Defensive Info

Defense Ratings

Normal	
Touch	
No AGL	
Rear	
Staging	

Resistances

Mental:	
Magic:	
Fear:	

Max HPs	
Max STAM	
Lift/Haul ____/____	
Free Move	
Major Move	
Karma	
Height	
Weight	
Age	
Unspent XP	
Spent XP	
Total XP	

Health and Damage

| = light - = Med. X = Svr.

Pain Threshold: _____

Mental Stability: _____

Bludgeon Points: _____

OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO OOOOO OOOOO

Wound Points: _____

OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO OOOOO OOOOO

Healing Rates: **Stamina Recovery:** _____

LB: ___/_____ **MB:** ___/_____ **SB:**___/_____

LW: ___/_____ **MW:** ___/_____ **SW:**___/_____

Defense Detail	DR	Absorb
Natural Defense Base:	50 base	
Body Armor Deflection		
Arms Deflection	___/___	
Legs Deflection	___/___	
Head Deflection	___/___	
Shield Bonus		
Size Adj. (neg)		
Agility Adj		
Other Bonuses		

Armor Penalties: Initiative: ____

AGL/REF: ____ Ranged: ____

Perception: ____ Spells: ____

Traits	Cost	Heroic Traits	Cost	Heroic Traits	Cost

Weapons	Diff	Dam	Staging	Type	Range	Recoil	Fail	Ammo	ROF	Notes

Armor	Deflect	Called Shot	Stage	Abs.	Bypass	Block	.---------- penalties ----------. Init	Rang.	Per.	A/R	Spell	Coverage	Notes

Physical Description Eyes:_____

Hair: _____ Voice: _____

Physique/Appearance: Clothing/Style:

Goals and Motivations:

Likes: Dislikes:

Fears: Goals:

Combat Skills	Rank	AV	Adj.	Tot.	Cost/XP	Notes
Dodge (ref)					2x :	
Feint (rea)					2x :	
					___x:_____	
					___x:_____	
					___x:_____	
					___x:_____	
					___x:_____	
					___x:_____	

2x Skills: Brawling, Throw, Dodge **4x Skills:** Melee Weapon Groups, Shou Spirit Way

3x Skills: Melee Weapons, Archery, Crossbow, Handgun, Rifle, Martial Arts, Simple Weapons

Combat AVs		Actions	Base AV	Diff.	armor	other	1 (0)	2 (-20)	3 (-40)	4 (-60)	5 (-80)	6 (-100)	Staging
Dodge				n/a									
Feint				n/a									
Unarmed				varies									