



CHARACTER NAME _____
ALTERNATE NAME _____

POINT BREAKDOWN
 BASE POINTS _____ CHAR. COST _____
 DIS. POINTS _____ SKILL COST _____
 EXP. POINTS _____ POWER COST _____
 TOTAL POINTS _____ TOTAL COST _____

EXPERIENCE

CHARACTERISTICS

CHAR	VAL	BASE	COST	PTS.	ROLL	NOTES
STR	_____	x1	_____	_____	_____	HTH dmg _____ d6 Lift/Carry _____ Endurance _____
DEX	_____	x3	_____	_____	_____	Initiative _____ Base CV _____ OCV _____ DCV _____
CON	_____	x2	_____	_____	_____	
BODY	_____	x2	_____	_____	_____	Impairment _____ Disable _____
INT	_____	x1	_____	_____	_____	Perception Roll _____
EGO	_____	x2	_____	_____	_____	Base ECV _____
PRE	_____	x1	_____	_____	_____	Base Presence Attack _____ d6
COM	_____	x1/2	_____	_____	_____	

COMBAT

Base OCV _____ Adjustments +/- _____
 Base DCV _____ Adjustments +/- _____

TOTAL OCV _____ **TOTAL DCV** _____

Combat Skill Levels

CHAR	VAL	BASE	COST	PTS.	NOTES
PD	_____	(STR/5)	x1	_____	Resistant PD _____ Total PD _____
ED	_____	(CON/5)	x1	_____	Resistant ED _____ Total ED _____
SPD	_____	1+(DEX/10)	x10	_____	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
REC	_____	(STR/5)+(CON/5)	x2	_____	Recover 1 Body in _____ days
END	_____	(CONx2)	x1/2	_____	
STUN	_____	Body+(STR/2)+(CON/2)	x1	_____	
LEAP	_____		x1	_____	
RUN	_____		x2	_____	
SKIM	_____		x1	_____	

Total Characteristics Points _____

COMBAT MANEUVERS

Maneuver	Phs	O	D	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	+1/2	+2 vs Rng Mods
Disarm	1/2	-2	+0	Str vs Str Disarm
Dodge	1/2	-	+3	vs All Atts. Abort
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2+	+0	-5	+4DC, Extra Seg
Move By	1/2	-2	-2	FMov, Str/2+v/5
Move Through	1/2	-v/5	-3	FMov, Str+v/3
Set	1	+1	+0	Ranged Atts Only
Strike	1/2	+0	+0	Str or Attack
Blaze Away	1/2	+0	+0	Use all Atts, Hit 3
Club Weap	1/2	+0	+0	Killing -> Normal
Cover	1/2	-2	+0	Delay Dmg to Tar
Dive For Cover	1/2	+0	+0	Abort, Avoid Att
Hipshot	1/2	-1/1	+0	+1 or +2 Initiative
Pull Punch	1/2	-1/5	+0	-1/5d6N, 1/2 Body
Roll With Punch	1/2	-2	-2	Abort aftr hit, 1/2 Dmg
Snap Shot	1	-1	+0	Attack from Cover
Suppressing Fire	1	-2	+0	AF vs Hex Line
Sweep	1	-2/x	1/2	Multiple Attacks
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ATTACKS

ATTACK ROLLS (11+OCV _____) = _____

Weapon	Cal/Gge	OLV	RMod	DMG	StunX	Shots	STR	PER	A/R	Mass	Ammo

DEFENSES

Defense	Activation	Amt	Resistance	Notes

WOUNDS

BODY _____ **STUN** _____ **END** _____

OTHER

FANTASY HERO spellbook

spell name		
Effect		
Target/Area		Cast Time
Procedures		Duration
Range	Penalty	END Cost
Description		

spell name		
Effect		
Target/Area		Cast Time
Procedures		Duration
Range	Penalty	END Cost
Description		

spell name		
Effect		
Target/Area		Cast Time
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spell name		
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