Character Name: _____ Player Name: _____

O.C.C.: _____ Level: ____ Experience Points: _____

XP for Next Level: _____

Attributes:

16 Bonus:

IQ: ____ Skills: ____%

ME: ____ Save vs mind: ____

MA: ____ Trust/ Intimidate: ____% Max Carry ____ Max Lift ____

PS: ____ Damage: ____

PP: ____ Dodge,parry, strike: ____

PE: ____ Save vs Coma&Death: ____% Save vs Toxins: ____

PB: ____ Charm ____%

Spd: ____ 1 rnd x5 ____ 1 min x20 ____

HP: ____ ____ SDC: ____ ____

Armor Rating: (5) ____ Armor SDC: ____ ____

Chi: ____ ____

Age: ____ Sex: ____ Weight: ____ Height: ____

Education Level: _____

Country of Origin: _____

Background: _____

Family Background: _____

Other (Insanity/Trauma, etc): _____

_____

Combat Skills:

	Base values:	Form:			
# of attacks:					
Damage:					
Strike:					
Parry:					
Dodge:					
Disarm:					
Roll w/PFI:					
Leap/Jump:					
Flip:					
Breakfall:					
Balance:					
Knockout/Stun:					
Critical Strike:					
Death Blow:					

Martial Arts Powers / Abilities:

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Special Moves:

Saving Throws:

Lethal Poison:	14
Non-lethal Poison:	16
Harmful Drugs:	15
Acids:	Dodge!
Insanity:	12
Psionics:	15/ 10
Pain:	14

Skills:	%	Per Level

Secondary Skills:	%	Per Level

Character Portrait

Quote: _____

Alignment: _____

Discipline: _____

Personal Notes: _____

Weapon Proficiencies

Weapons, Cybernetics, and Inventory

Holds:
OOOO Arm
OOOO Leg
OOOO Body
OOOO Neck
OOOO Automatic

Locks:
OOOO Finger
OOOO Wrist
OOOO Elbow
OOOO Automatic

Escape moves:
OOOO Back Flip
OOOO Breakfall
OOOO Leap
OOOO Maintain Balance
OOOO Roll with Punch/Fall/Impact
OOOO Somersault

Attack Moves:
OOOO Back Flip
OOOO Cartwheel
OOOO Handstand
OOOO Leap
OOOO Roll w/...

Defensive moves:
OOOO Dodge
OOOO Parry
OOOO Automatic Parry

Advanced Defenses:
OOOO Automatic Dodge
OOOO Automatic Roll w/...
OOOO Breakfall
OOOO Circular Parry
OOOO Combo Parry/Attack
OOOO Disarm
OOOO Multiple Dodge
OOOO Power Block/Parry (damage!)

Hand and Foot Attacks

OOOO	Strike (Punch)	1d4
OOOO	Knife Hand	1d6
OOOO	Fore-Knuckle Fist	1d6
OOOO	Double-Knuckle Fist	1d8
OOOO	Power Punch	1d10
OOOO	Backhand	1d4
OOOO	Fingertip Attack	1 pt
OOOO	Claw Hand	1d6
OOOO	Palm Strike	1d6
OOOO	Double Fist Punch	2d4
OOOO	Kick Attack	1d8
OOOO	Snap Kick	1d6
OOOO	Roundhouse Kick	2d6
OOOO	Wheel Kick	1d10
OOOO	Crescent Kick	1d10
OOOO	Axe Kick	1d10
OOOO	Backward Sweep	knockdown
OOOO	Tripping Leg Hook	knockdown
OOOO	Jump Kick	1d8, crit
OOOO	Flying Jump Kick	1d10, crit
OOOO	Flying Reverse Jump Kick	2d6, crit
OOOO	Drop Kick (fall/dodge/kick)	???
OOOO	Reverse Turning Kick (dodge/kick)	???

Special Attacks:
OOOO Knee 1d6
OOOO Elbow 1d4
OOOO Forearm 1d4
OOOO Automatic Flip/Throw
OOOO Body Block/Tackle
OOOO Body Flip/Throw (1d6, lose action)
OOOO Choke
OOOO Critical Flip/throw
OOOO Crush/Squeeze
OOOO Combo Grab/Kick
OOOO Combo Strike/Parry
OOOO Death Blow
OOOO Disarm
OOOO Leap Attack
OOOO Paralysis Attack (Vital Points)
OOOO Pin/Incapacitate

Attack Modifiers:
OOOO Critical strike
OOOO Critical strike from rear
OOOO Knockout/stun
OOOO Pull Punch

Skills:	%	Per Level

Secondary Skills:	%	Per Level

Character Portrait

Weapons, Cybernetics, and Inventory

Quote: _____

Alignment: _____

Discipline: _____

Personal Notes: _____

Martial Arts Damage:

OOOO	Strike (Punch)	1d4
OOOO	Knife Hand	1d6
OOOO	Fore-Knuckle Fist	1d6
OOOO	Double-Knuckle Fist	1d8
OOOO	Power Punch	1d10
OOOO	Backhand	1d4
OOOO	Fingertip Attack	1 pt
OOOO	Claw Hand	1d6
OOOO	Palm Strike	1d6
OOOO	Double Fist Punch	2d4
OOOO	Kick Attack	1d8
OOOO	Snap Kick	1d6
OOOO	Roundhouse Kick	2d6
OOOO	Wheel Kick	1d10
OOOO	Crescent Kick	1d10
OOOO	Axe Kick	1d10
OOOO	Backward Sweep	knockdown
OOOO	Tripping Leg Hook	knockdown
OOOO	Jump Kick	1d8, crit
OOOO	Flying Jump Kick	1d10, crit
OOOO	Flying Reverse Jump Kick	2d6, crit
OOOO	Knee	1d6
OOOO	Elbow	1d4
OOOO	Forearm	1d4