CHARACTER NAME _____ PLAYER _____

TEMPLATES _____ RACE _____ POWER LEVEL _____ GENRE _____

SIZE ____ AGE ____ GENDER ____ HEIGHT ____ WEIGHT ____ EYES ____ HAIR ____ SKIN ____

BESM
BIG EYES, SMALL MOUTH

STAT NAME	ORIGINAL SCORE	AUGMENTED SCORE	TEMP SCORE
BODY PHYSICAL	☐	☐	☐
MIND MENTAL	☐	☐	☐
SOUL WILLPOWER	☐	☐	☐

	CURRENT	TOTAL	CURRENT	TOTAL
HEALTH POINTS	☐	☐	☐	☐
ENERGY POINTS	☐	☐	☐	☐

PORTRAIT

INITIATIVE
MODIFIER

☐ **TOTAL** = ☐ ACV + ☐ SUPER SPEED + ☐ LIGHTNING REFLEXES

DERIVED STATS

SHOCK VALUE (COUNTDOWN TO SCREAMING)   MAX HP / 5 + HARD BOILED = **TOTAL** ☐

ACV (ATTACK COMBAT VALUE)   BODY + MIND + SOUL / 3 + ATTACK COMBAT MASTERY = ☐

DCV (DEFENSE COMBAT VALUE)   BODY + MIND + SOUL / 3 + DEFENSE COMBAT MASTERY = ☐

DAMAGE
MULTIPLIER

☐ **TOTAL** = 5 + ☐ MASSIVE DAMAGE + ☐ SUPER STRENGTH

Weapon Attack Damage = (Weapon Attribute x Damage Multiplier) + ACV + Size Modifier

WEAPON ATTACK
VARIABLES

RANGE	DAMAGE	RESTRICTIONS

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WEAPON ATTACK
VARIABLES

RANGE	DAMAGE	RESTRICTIONS

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WEAPON ATTACK
VARIABLES

RANGE	DAMAGE	RESTRICTIONS

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WEAPON ATTACK
VARIABLES

RANGE	DAMAGE	RESTRICTIONS

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

WEAPON ATTACK
VARIABLES

RANGE	DAMAGE	RESTRICTIONS

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

SKILLS

SKILL NAME	SKILL TOTAL	RELEVANT STAT	SKILL LEVEL	MISC	MISC
ACROBATICS	☐	= ____ + ____ + ____ + ____
ADMINISTRATION	☐	= ____ + ____ + ____ + ____
ANIMAL TRAINING	☐	= ____ + ____ + ____ + ____
ARCHITECTURE	☐	= ____ + ____ + ____ + ____
AREA KNOWLEDGE	☐	= ____ + ____ + ____ + ____
ARTISAN	☐	= ____ + ____ + ____ + ____
BIOLOGICAL SCIENCES	☐	= ____ + ____ + ____ + ____
BOATING	☐	= ____ + ____ + ____ + ____
BURGLARY	☐	= ____ + ____ + ____ + ____
CLIMBING	☐	= ____ + ____ + ____ + ____
COMPUTERS	☐	= ____ + ____ + ____ + ____
CONTROLLED BREATHING	☐	= ____ + ____ + ____ + ____
CULTURAL ARTS	☐	= ____ + ____ + ____ + ____
DEMOLITIONS	☐	= ____ + ____ + ____ + ____
DISGUISE	☐	= ____ + ____ + ____ + ____
DOMESTIC ARTS	☐	= ____ + ____ + ____ + ____
DRIVING	☐	= ____ + ____ + ____ + ____
ELECTRONICS	☐	= ____ + ____ + ____ + ____
ETIQUETTE	☐	= ____ + ____ + ____ + ____
FOREIGN CULTURE	☐	= ____ + ____ + ____ + ____
FORGERY	☐	= ____ + ____ + ____ + ____
GAMING	☐	= ____ + ____ + ____ + ____
INTERROGATION	☐	= ____ + ____ + ____ + ____
INTIMIDATION	☐	= ____ + ____ + ____ + ____
LANGUAGES	☐	= ____ + ____ + ____ + ____
LAW	☐	= ____ + ____ + ____ + ____
MEDICAL	☐	= ____ + ____ + ____ + ____
MILITARY SCIENCES	☐	= ____ + ____ + ____ + ____
NAVIGATION	☐	= ____ + ____ + ____ + ____
OCCULT	☐	= ____ + ____ + ____ + ____
PERFORMING ARTS	☐	= ____ + ____ + ____ + ____
PHYSICAL SCIENCES	☐	= ____ + ____ + ____ + ____
PILOTING	☐	= ____ + ____ + ____ + ____
POISONS	☐	= ____ + ____ + ____ + ____
POLITICAL SCIENCES	☐	= ____ + ____ + ____ + ____
POWERLIFTING	☐	= ____ + ____ + ____ + ____
RIDING	☐	= ____ + ____ + ____ + ____
SEDUCTION	☐	= ____ + ____ + ____ + ____
SLEIGHT OF HAND	☐	= ____ + ____ + ____ + ____
SOCIAL SCIENCES	☐	= ____ + ____ + ____ + ____
SPORTS	☐	= ____ + ____ + ____ + ____
STEALTH	☐	= ____ + ____ + ____ + ____
STREET SENSE	☐	= ____ + ____ + ____ + ____
SWIMMING	☐	= ____ + ____ + ____ + ____
URBAN TRACKING	☐	= ____ + ____ + ____ + ____
VISUAL ARTS	☐	= ____ + ____ + ____ + ____
WILDERNESS SURVIVAL	☐	= ____ + ____ + ____ + ____
WILDERNESS TRACKING	☐	= ____ + ____ + ____ + ____
WRITING	☐	= ____ + ____ + ____ + ____

ADVANCEMENT CHARACTER POINTS

GEAR

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

PROTECTIVE ITEM	ARMOR VALUE	VARIABLES/RESTRICTIONS

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

MISCELLANEOUS:

MONEY

ATTRIBUTES — DEFECTS

NAME	COST	LVL	NAME	COST	LVL

NOTES