

# MONSTER ISLAND RECORD SHEET

Name: \_\_\_\_\_

Origin: \_\_\_\_\_

*Attributes*

**Strength** \_\_\_\_\_ (Damage: \_\_\_d6)  
**Reflexes** \_\_\_\_\_  
**Health** \_\_\_\_\_  
**Mind** \_\_\_\_\_

*Derived Attributes*

**Life** (Health x5) \_\_\_\_\_  
**Evade** (Reflexes +10) \_\_\_\_\_  
**Toughness** ((Strength + Health)/2) \_\_\_\_\_  
**Daze** (Health + Mind) \_\_\_\_\_  
**Move** ((Reflexes + Health)/2) \_\_\_\_\_

*Powers*

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

*Sketch/Notes*

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Actions**

**Strike** No penalty, STR/2 in damage  
**Block** +2 to hit, attack blocked  
**Grab** -2 to hit, STR/2 in damage  
**Throw** Range penalties, STR/2 in damage  
**Piledriver** -2 to hit, STR/2 +1d6 in damage and target falls  
**Ram** -2 to hit, STR/2 +1d6 in damage  
**Shove** -2 to hit, target shoved back STR/2 in inches and falls  
**Trip** No penalty, no damage, target falls

**Range Penalties**

0-5"	6-10"	11-15"	16-20"	21-25"
-0	-1	-2	-3	-4

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*Powers*

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

*Sketch/Notes*

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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