

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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