

# CHAMPIONS

THE SUPER ROLE-PLAYING GAME! tm

NAME: \_\_\_\_\_

SECRET ID: \_\_\_\_\_

PLAYER: \_\_\_\_\_

CV: \_\_\_\_\_  
(DEX/3)

SKILL LEVELS	ADD

ECV: \_\_\_\_\_  
(EGO/3)

LEVELS

VALUE	CHARACTERISTICS	COST	BASE	PTS.
___	STR .....	x 1	10	___
___	DEX .....	x 3	10	___
___	CON .....	x 2	10	___
___	BODY .....	x 2	10	___
___	INT .....	x 1	10	___
___	EGO .....	x 2	10	___
___	PRE .....	x 1	10	___
___	COM .....	x ½	10	___
___	PD (STR/5) .....	x 1	—	___
___	ED (CON/5) .....	x 1	—	___
___	SPD 1+(DEX/10) .....	x 10	—	___
___	REC (STR/5)+(CON/5) .....	x 2	—	___
___	END (CON x 2) .....	x ½	—	___
___	STUN (BODY)+(STR/2) +(CON/2) .....	x 1	—	___

CHARACTERISTICS COST: \_\_\_\_\_

## PHASES: 1 2 3 4 5 6 7 8 9 10 11 12

PD: \_\_\_ ED: \_\_\_ END: \_\_\_ STUN: \_\_\_ BODY: \_\_\_

rPD: \_\_\_ rED: \_\_\_

SPECIAL DEFENSES:

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MOVEMENT

TYPE	INCHES

ECV: \_\_\_\_\_  
(EGO/3)

LEVELS

CHARACTER DISADVANTAGES 100 + PTS.


COMBAT MANEUVERS

ATTACK	OCV	DCV	DAMAGE
PUNCH .....	+0	+0	x 1
HAYMAKER <sup>1</sup> .....	+0	-5	x 1½
KICK <sup>1</sup> .....	-2	-2	x 1½
BLOCK .....	+0	+0	—
DODGE .....	+0	+3	—
GRAB .....	-1	-2	—
MOVE BY <sup>2</sup> .....	-2	-2	x ½ +(v/5)
MOVE THROUGH <sup>3</sup> .....	-v/5	-3	x 1 +(v/3)
OTHER ATTACKS .....	+0	+0	NORMAL
MARTIAL PUNCH .....	+0	+2	x 1½
MARTIAL KICK .....	-2	+1	x 2
MARTIAL BLOCK .....	+2	+2	—
MARTIAL DODGE .....	+0	+5	—
MARTIAL THROW .....	+v/5	+1	x 1 +(v/5)

<sup>1</sup>Takes 1 extra segment    <sup>2</sup>Attacker takes ½ damage  
<sup>3</sup>Attacker takes ½ damage

PER ROLL 9+(INT/5)

DEX ROLL 9+(DEX/5)

INT ROLL 9+(INT/5)

EGO ROLL 9+(EGO/5)

EXPERIENCE POINTS: \_\_\_\_\_

DISADVANTAGES TOTAL: \_\_\_\_\_

EXPERIENCE SPENT + \_\_\_\_\_

TOTAL POINTS = \_\_\_\_\_

PTS.	EFFECT	POWERS	END

POWERS COST + CHARACTERISTICS COST = TOTAL COST