Character Name ______ | Player Name ______
Character Race ______ | Archetype ______

FANTASY HERO

CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
___	STR	10	x1	___	___	HtH damage ____d6 Lift _____ END ___
___	DEX	10	x3	___	___	OCV _____ DCV _____
___	CON	10	x2	___	___	
___	BODY	10	x2	___	___	
___	INT	10	x1	___	___	Perception Roll _____
___	EGO	10	x2	___	___	Base ECV _____
___	PRE	10	x1	___	___	Base Presence Attack _____d6
___	COM	10	x$^1/_2$	___	___	
___	PD *(STR/5)*	___	x1	___		Resistant PD _____ Total PD _____
___	ED *(CON/5)*	___	x1	___		Resistant ED _____ Total ED _____
___	SPD 1+ *(DEX/10)*	___	x10	___		Phases: 1 2 3 4 5 6 7 8 9 10 11 12
___	REC *(STR/5)+(CON/5)*	___	x2	___		
___	END *(CON x 2)*	___	x$^1/_2$	___		
___	STUN *BODY+(STR/2)+(CON/2)*	___	x1	___	___	**Total Characteristics Points**

COMBAT INFORMATION

Base OCV ____ Base DCV ____
Adjustments +/- Adjustment +/-
____________ ____ ____________ ____
____________ ____ ____________ ____
Total OCV ____ Total DCV ____
Combat Skill Levels ____________________
____
____

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	_	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	_	-2	+0	Can disarm
Dodge	_	—	+3	Abort, vs. all attacks
Grab	_	-1	-2	Grab two limbs
Grab By	_	-3	-4	Move and Grab
Haymaker	_	+0	-5	+4DC
Move By	_	-2	-2	STR/2 + v/5
Move Through	_	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	_	+0	+0	STR or weapon
________	__	__	__	______________
________	__	__	__	______________
________	__	__	__	______________
________	__	__	__	______________
________	__	__	__	______________
________	__	__	__	______________

MOVEMENT

Type	Combat	NonCom	Type	Combat	NonCom
Run (6")	______	______	__________	______	______
Swim (2")	______	______	__________	______	______
H. Leap (___")	______	______	__________	______	______
V. Leap (___")	______	______	__________	______	______

EXPERIENCE AND BUILD POINTS

Total Experience Earned _____
Total Experience Spent _____
Original Base Points + _____
Disadvantage Points + _____
Total Build Points = _____

SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	R/E	Cost	Name	Roll
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	______________________	____
____	______________________	____	____	**Total Skills, Perks, Talents, and Powers**	

WEAPONS

Name	OCV Mod	Range Mod	Damage	StunX	Notes
__________	____	____	____	____	__________
__________	____	____	____	____	__________
__________	____	____	____	____	__________
__________	____	____	____	____	__________

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll

ADDITIONAL SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	R/E

_____ Total Additional Skills, Perks, Talents and Power

_____ Total Skills, Perks, Talents and Power from page 1

_____ Total Characteristics

_____ TOTAL CHARACTER COST

PERSONAL INFORMATION

Height ____________ Hair color ____________

Weight ____________ Eye color ____________

Physical Description ____________

Background / History ____________

EQUIPMENT

Item	Wt

MONEY

Gold ____________ Other ____________

Silver ____________

Copper ____________

SPELLS

Standard Modifiers

Value	Modifier	Value	Modifier

Spells

Name	Real	Active	Roll	End	Effects and Additional Modifiers

FOLLOWER RECORD

Name ________ Race ________ Type ________

CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
___	STR	10	x1	___	___	HtH damage ____d6 Lift _____ END ___
___	DEX	10	x3	___	___	OCV _____ DCV _____
___	CON	10	x2	___	___	
___	BODY	10	x2	___	___	
___	INT	10	x1	___	___	Perception Roll _____
___	EGO	10	x2	___	___	Base ECV _____
___	PRE	10	x1	___	___	Base Presence Attack _____d6
___	COM	10	x1/2	___	___	
___	PD *(STR/5)*	___	x1	___		Resistant PD _____ Total PD _____
___	ED *(CON/5)*	___	x1	___		Resistant ED _____ Total ED _____
___	SPD *1+ (DEX/10)*	___	x10	___		Phases: 1 2 3 4 5 6 7 8 9 10 11 12
___	REC *(STR/5)+(CON/5)*	___	x2	___		
___	END *(CON x 2)*	___	x1/2	___		
___	STUN *BODY+(STR/2)+(CON/2)*	___	x1	___	___	**Total Characteristics Points**

COMBAT INFORMATION

Base OCV	____	Base DCV	____
Adjustments	+/-	Adjustment	+/-
____________	____	____________	____
____________	____	____________	____
Total OCV	____	Total DCV	____

Combat Skill Levels ________________

____

____

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	_	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	_	-2	+0	Can disarm
Dodge	_	—	+3	Abort, vs. all attacks
Grab	_	-1	-2	Grab two limbs
Grab By	_	-3	-4	Move and Grab
Haymaker	_	+0	-5	+4DC
Move By	_	-2	-2	STR/2 + v/5
Move Through	_	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	_	+0	+0	STR or weapon
______	__	__	__	______
______	__	__	__	______
______	__	__	__	______
______	__	__	__	______

MOVEMENT

Type	Combat	NonCom	Type	Combat	NonCom
Run (6")	______	______	V. Leap (___")	______	______
Swim (2")	______	______	___________	______	______
H. Leap (")					

BUILD POINTS

Follower Base Points		_____
Disadvantage Points	+	_____
Total Build Points	**=**	_____

SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	Roll
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	**Total Additional Skills, Perks, Talents and Power**	
____	**Total Characteristics**	
____	**TOTAL CHARACTER COST**	

DISADVANTAGES

Cost	Disadvantage	Roll
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____
____	____________________	____

SPECIAL TRAITS

____

____

____

____

____

____

PERSONAL INFORMATION

Height __________ **Hair color** __________

Weight __________ **Eye color** __________

Physical Description ________________

____

____

Background / History ________________

____

____

WEAPONS

Name	OCV Mod	Range Mod	Damage	StunX	Notes
____________	______	______	______	______	____________
____________	______	______	______	______	____________