NAME: _____

PLAYER: _____

VIGILANTIAN

VALUE	CHARACTERISTIC
	INT (Intellect)
	WILL (Will Power)
	PER (Personality)
	TECH (Techical)
	REF (Reflexes)
	AGL (Agility)
	CON (Constitution)
	STR (Strength)
	BODY (Body)
	MOVE (Movement)

	SD = Con x 2		RUN = Move x2
	ACT = REF/2		Sprnt=Move x3
	REC = STR+CON		Swim=Move x1
	END = CON x 10		Leap = Move x1
	RES = Will x 3		HUM Per x 10
	STUN = BODY x5		STUN Taken
	HITS = BODY x 5		HITS Taken
	LUCK = INT + REF		LUCK Spent

CHARACTERISTICS COST:

TOTAL EP: TOTAL V-EP:

EQUIPMENT	COST

SKILLS	OP

TALENTS AND PERKS	OP

COMPLICATIONS	OP

CHARACTER DESCRIPTION

CHARACTER LIFEPATH

POWERS & ABILITIES	PP

COMBAT ACTIONS (MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Make an attack.
Block	NA	NA	Stop 1 attack w/ success
Dodge	NA	+3	Can't attack that Phase.
Get up	NA	NA	Get up
Grab	-2	-3	Grab. Both at -3 Defense
Run	NA	NA	Move upto full combat move
Sprint	NA	NA	Move at full, 1/2 Def, 0 Ref
Other	NA	NA	Reload, change weapon,etc.
Throw	NA	NA	-4 for unbalanced object
Abort	NA	NA	Use a defense out of turn.
Aim	+3	NA	Add +1 per phase, +3 max
Choke	-4	NA	DC 2, must follow grab.
Disarm	NA	NA	Knock away weapon
Draw	-3	NA	Draw and fire in one action
Entangle	NA	NA	Immobilize opponent
Escape	NA	NA	Escape with STR+Athletics
Haymaker	-3	NA	+3 dice to regular
Recover	NA	-5	Get Stun back = to REC
Sweep	NA	NA	Opponent falls, at -2 Ref
Wait	NA	NA	Wait for chance to act later

RANGE TABLE

Range	Melee	Close	Med	Long	Extr.
Meters	0-4m	10m	50m	51m+	listed
Off. Mod	0	-2	-4	-6	**

** -6 Plus a -1 for every added 50m range

HIT LOCATION TABLE

Roll	Location	Effect	Mod
3-5	Head	2x dmg	-6
6	Hand	1/2 dmg	-4
7-8	Arm	1/2 dmg	-3
9	Shoulder	1x dmg	-3
10-11	Chest	1x dmg	-1
12	Stomach	1.5 dmg	-5
13	Vitals	1.5 dmg	-6
14	Thigh	1x dmg	-2
15-16	Leg	1/2 dmg	-3
17-18	Foot	1/2 dmg	-4

Weapon/Attack	WA	Range	DC/Stun	ROF	Notes