

Character Name Basic Gun Sentry  
 Alternate Identities \_\_\_\_\_  
 Player Name \_\_\_\_\_



CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
15	DEX	10	12-
0	CON	-10	9-
0	INT	-10	9-
0	EGO	0	9-
8	PRE	-2	11-
0	OCV	-15	
0	DCV	-15	
0	OMCV	0	
0	DMCV	0	
4	SPD	20	
0/8	PD	-3	
0/8	ED	-3	
0	REC	-4	
0	END	-4	
10	BODY	0	
	STUN		
			<b>Total Cost</b>
			<u>-52</u>

CURRENT STATUS		
	Maximum	Current
END	0	
BODY	10	
STUN		

EXPERIENCE POINTS	
Total Points	120
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	2d6
Lift	100kg STR END Cost 1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	0 Base DCV 0
Base OMCV	0 Base DMCV 0
Combat Skill Levels	
Presence Attack (PRE/5)d6	1 1/2d6

HIT LOCATION CHART					
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Defense/Hit Weight
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8
					Average Def
					DCV Modifier
					Total Weight
Armor Notes					

ATTACKS & MANEUVERS				
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-w/10	-3	STR + v/6; you take 1/2 or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone

DEFENSES	
Type	Amount/Effect
Normal PD	0/8
Resistant PD	0/8
Normal ED	0/8
Resistant ED	0/8
Mental Defense	0
Power Defense	0
Flash Defense	

COMBAT MODIFIERS						
Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot	OCV	Hit Location				
Head Shot (Head to Shoulders)	-4	1d6+3				
High Shot (Head to Vitals)	-2	2d6+1				
Body Shot (Hands to Legs)	-1	2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*				
Leg Shot (Vitals to Feet)	-4	1d6+12				
* Treat a 19 as the Feet location						

SENSES	
Perception Roll (9+INT/5)	9-
Enhanced and Unusual Senses	
Active Sonar (Hearing Group), +3 to...	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)		
Swim (4m)		
H. Leap (4m)	0m	
V. Leap (2m)	0m	0m
Movement SFX		

