GENDER: GROUP AFFILIATION: POWER POINT TOTALS: A			IDENTITY: WEIGHT: ITIONS: NTAGES * SKILLS		HAIR: POWER LEVEL: Enses=
STRENGTH STAMINA OFFENSE	AGILITY DEXTERITY	FIGHTING	AWARENES PRESENC		DODGE (AGL) PARRY (FGT) FORTITUDE (STA) TOUGHNESS (STA) WILL (AWE)
			NOTES	S & CONDITIONS	HERO POINTS  POWER POINTS EARNED  POWER POINTS SPENT
			POWERS & DEVICES		CHARACTER ILLUSTRATION



	ACROBATICS	
	ATHLETICS	
ADVANTAGES	CLOSE COMBAT	
ADTARIAGEO		
	DECEPTION	
	EXPERTISE	
COMPLICATIONS		
COMPLICATIONS		
	INSIGHT	
	INTIMIDATION	
	INVESTIGATION	
	PERCEPTION	
	PERSUASION	
	RANGED COMBAT	
FOUNDMENT VEHICLES AND HERDOHADTEDS		
EQUIPMENT, VEHICLES, AND HEADQUARTERS		
	SLEIGHT OF HAND	
	STEALTH	
	TECHNOLOGY	
	TREATMENT	
	VEHICLES	
SERIES: GAMEMAS	TER:	INFORMATION
NOTES:		

TOTAL

**ABILITY** 

RANKS

OTHER

## **ACTIONS**

ACTION	ATTACK	DEFENSE	ТҮРЕ	EFFECT
Aid	-	-	Std	Close; Attack check (DC 10), success grants +2 attack or defense, four degrees grants +5.
Aim	+5	-	Std	Close or Ranged; +2 bonus if longer than close range
Charge	-2	-	Std	Close; Speed rank in straight line, then attack
Defend	-	-	Std	Make an opposed check vs. attack, add 10 to roll of 10 or less
Disarm	-2	-	Std	Close; -5 at range; opposed check Damage vs. target's STR
Escape	-	-	Mve	Opposed Athletics or Sleight of Hand vs. opponent's routine STR or grab effect
Grab	-	-	Std	Attack check, if successful, target resists with STR or Dodge; see Grab p. 176
Recover	-	+2	Std	Remove highest level of damage or fatigue, or make resistance check; one per combat
Smash	-	-	Std	-5 attack if vs. a held object
Trip	-2	-	Std	Attack vs. Parry, if successful make opposed Acrobatics or Athletics vs. target's Acrobatics or Athletics; defender is prone

## **MANEUVERS**

MANEUVER	ATTACK	DEFENSE	TYPE	EFFECT
Accurate Attack	+1 or 2	-	Std	-1 or 2 to Effect
All-out Attack	+1 or 2	-1 or 2	Std	
Defensive Attack	-1 or 2	+1 or 2	Std	
Finishing Attack	-	-	Std	Auto hit or attack vs. DC 10, if successful treat as a crit.
Power Attack	-1 or 2	-	Std	+1 or 2 to Effect
Slam Attack	-1 or 2	+1 or 2	Std	Charge, Damage is Damage or Speed ranks +1, full-speed is +2; you make Toughness check vs. 1/2 damage (round down)
Team Attack	-	-	Std	Must be simultaneous, must be vs. same defense, see page 179

## **BASIC CONDITIONS**

**Compelled:** Single standard action determined by another.

**Controlled:** Another character determines actions.

**Dazed:** May only take a single standard action.

**Debilitated:** One or more abilities at -5.

**Defenseless:** Active defenses equal 0, often prone. Supersedes vulnerable.

Disabled: -5 penalty on checks. Supersedes impaired.

Fatigued: Hindered, recover after 1hour of rest.

Hindered: Move at -1 speed rank.

**Immobile:** Have no movement speed, cannot move, but can take actions. Supersedes hindered.

Impaired: -2 penalty on checks.

Normal: Unaffected by other conditions.

**Stunned:** Cannot take actions.

**Transformed:** Traits altered by an outside agent. Depends on effect.

**Unaware:** Unable to make interaction or Perception checks or perform actions based on them.

**Vulnerable:** Active defenses are halved (round up).

Weakened: Temporarily lost power points in a trait. Depends on effect.

## **COMBINED CONDITIONS**

Asleep: Defenseless, stunned, and unaware.

**Blind:** Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.

**Bound:** Defenseless, immobile, and impaired.

**Deaf:** Auditory unaware.

Dying: Incapacitated. May die, see p. 19.

**Entranced:** Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).

**Exhausted:** Impaired and hindered, recover after 1hour of rest. Incapacitated: Defenseless, stunned, and unaware. Usually prone.

**Paralyzed:** Defenseless, immobile, and physically stunned; may be able to take mental actions.

**Prone:** Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.

**Restrained:** Hindered and vulnerable, immobile if restraints are anchored.

Staggered: Dazed and hindered.

**Surprised:** Stunned and vulnerable.