

CHAMPIONS

THE SUPER ROLE-PLAYING GAME!™

NAME: _____

SECRET ID: _____

PLAYER: _____

CV:
(DEX/3)

SKILL LEVELS ADD

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 1/2	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 1/2	—	___
___	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: _____

rPD: _____ rED: _____

SPECIAL DEFENSES:

END: _____ STUN: _____ BODY: _____

ECV:
(EGO/3)
LEVELS

CHARACTER DISADVANTAGES 100 + PTS.

MOVEMENT

TYPE INCHES

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 =

COMBAT MANEUVERS

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

¹Takes 1 extra segment

²Attacker takes 1/3 damage

³Attacker takes 1/2 damage

PTS. EFFECT POWERS END

POWERS COST + CHARACTERISTICS COST = TOTAL COST