

# Character Sheet

Name: \_\_\_\_\_  
 Rank: \_\_\_\_\_ O.C.C.: \_\_\_\_\_  
**Attributes** Race: \_\_\_\_\_ Alignment: \_\_\_\_\_  
 I.Q.: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 M.E.: \_\_\_\_\_ Hit Points: \_\_\_\_\_ S.D.C.: \_\_\_\_\_ Armor M.D.C.: \_\_\_\_\_  
 M.A.: \_\_\_\_\_ Level of Experience: \_\_\_\_\_ Experience Points: \_\_\_\_\_  
 P.S.: \_\_\_\_\_ Place of Birth: \_\_\_\_\_ Birth Order: \_\_\_\_\_  
 P.P.: \_\_\_\_\_ Family Ties: \_\_\_\_\_  
 P.E.: \_\_\_\_\_ Outlook on Earth: \_\_\_\_\_  
 P.B.: \_\_\_\_\_ Disposition: \_\_\_\_\_  
 Spd: \_\_\_\_\_

<b>Common Skill Set</b>	%	M.O.S.: _____
_____	_____	<b>M.O.S. Skills</b>
_____	_____	%
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**O.C.C. Skills**

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**Secondary Skills**

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**O.C.C. Related Skills**

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# Combat Reference Sheet

Combat Modifiers	Attacks	Initiative	Strike Melee	Strike Ranged	Strike Missile	Parry	Dodge	Pull Punch	Roll
Attributes									
H to H									
Subtotal									
Mecha									
Total									

<b>Damage</b>	Normal Modifier	Mecha	<b>Perception:</b> _____	<b>Disarm:</b> _____
<b>Punch:</b>	_____	_____	<b>Entangle:</b> _____	<b>Pin/Incap.:</b> _____
<b>Power Punch:</b>	_____	_____	<b>Critical:</b> _____	<b>Knockout:</b> _____
<b>Tear or Pry:</b>	_____	_____	<b>Death Blow:</b> _____	
<b>Kick (normal):</b>	_____	_____	<b>Saving Throws</b>	<b>Base</b> <b>Modifier</b> <b>Total</b>
<b>Karate Kick:</b>	_____	_____	<b>Acid:</b>	_____
<b>Jump Kick:</b>	_____	_____	<b>Coma/Death:</b>	_____
<b>Leap Kick:</b>	_____	_____	<b>Disease:</b>	_____
<b>Stomp:</b>	_____	_____	<b>Harmful Drugs:</b>	_____
<b>Body Block:</b>	_____	_____	<b>Horror Factor:</b>	_____
<b>Running</b>			<b>Insanity:</b>	_____
<b>Body Block:</b>	_____	_____	<b>Lethal Poison:</b>	_____
<b>Flip/Throw:</b>	_____	_____	<b>Non-Lethal Poison:</b>	_____
<b>Crush/Squeeze:</b>	_____	_____	<b>Pain:</b>	_____

<b>Weapons</b>	Modifiers	Range	Damage	Payload
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

<b>Mecha Combat Data</b>	<b>Type of Mecha:</b> _____
<b>M.D.C. by Location:</b>	<b>Speed:</b> _____ <b>Flying:</b> _____
<b>Main Body -</b>	<b>Weapon Systems</b> <b>Modifiers</b> <b>Range</b> <b>Damage</b> <b>Payload</b>
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