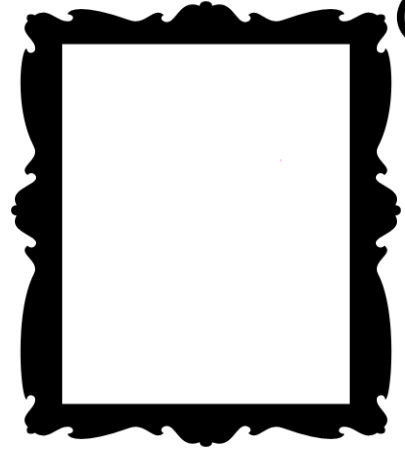


GREY ANGELS



NAME: _____

TYPE: _____

CONCEPT: _____

LIFE POINTS
TOTAL CURRENT

DRAMA POINTS
TOTAL CURRENT

EXPERIENCE
TOTAL UNSPENT

ATTRIBUTES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

PERCEPTION

WILLPOWER

SKILLS

ACROBATICS	<input type="text"/>	NOTICE	<input type="text"/>
ART	<input type="text"/>	OCCULTISM	<input type="text"/>
COMPUTERS	<input type="text"/>	SCIENCE	<input type="text"/>
CRIME	<input type="text"/>	SPORTS	<input type="text"/>
DOCTOR	<input type="text"/>	_____	<input type="text"/>
DRIVING	<input type="text"/>	_____	<input type="text"/>
GETTING MEDIEVAL	<input type="text"/>	_____	<input type="text"/>
GUŦ FU	<input type="text"/>	_____	<input type="text"/>
INFLUENCE	<input type="text"/>	_____	<input type="text"/>
KNOWLEDGE	<input type="text"/>	_____	<input type="text"/>
KUNG FU	<input type="text"/>	_____	<input type="text"/>
LANGUAGES	<input type="text"/>	_____	<input type="text"/>
MR. FIX-IT	<input type="text"/>	_____	<input type="text"/>

INITIATIVE

+ = + d10
DEXTERITY BONUSSES TOTAL

SUCCESS LEVELS

TOTAL	LEVELS	DESCRIPTION
9 to 10	1	ADEQUATE
11 to 12	2	DECENT
13 to 14	3	GOOD
15 to 16	4	VERY GOOD
17 to 20	5	EXCELLENT
21 to 23	6	EXTRAORDINARY
24 to 26	7	MIND-BOGGLING
27 to 29	8	OUTRAGEOUS
30 to 32	9	SUPERHEROIC
33 to 35	10	GOD-LIKE
+3	+1 PER	BEYOND KICKASS

NOTES

COMBAT MANEUVERS

MANEUVER	BONUS	BASE DMG.	NOTES
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

MANEUVER	ROLL	DAMAGE
Disarm	Dex+GM -2/KF -3	N/A
Dodge	Dex+A/GM/KF	N/A
Feint	Int+GM/KF	N/A
Grapple	Dex+KF +2	N/A
- Break Neck	Str+KF	4xStr
- Choke	Str+KF	Str -1
- Head Butt	Dex+KF -2	2xStr
- Toss	Str(doubled) -4	Str

MANEUVER	ROLL	DAMAGE
Kick	Dex+KF -1	2x(Str+1)
Parry	Dex+KF/GM	N/A
Punch	Dex+KF	2xStr
Slam-Tackle	Str+Sports	2xStr
Spin Kick	Dex+KF -2	2x(Str+2)
Sweep Kick	Dex+KF -1	Str
Takedown	Str+KF	Str

