Name: _____

Player: _____

CHAMPIONS
THE SUPER ROLE-PLAYING GAME

Base OCV (DEX/3): _____ Base DCV (DEX/3): _____

Adjustment+ _____ Adjustment+ _____

Final OCV= _____ Final DCV= _____

Levels: _____

Val	Char		Base	Cost	Max	Pts.
	STR	.....	10	x1		
	DEX	.....	10	x3		
	CON	.....	10	x2		
	BODY	.....	10	x2		
	INT	.....	10	x1		
	EGO	.....	10	x2		
	PRE	.....	10	x1		
	COM	.....	10	x½		
	PD	(STR/5)		x1		
	ED	(CON/5)		x1		
	SPD	(1+DEX/10)		x10		
	REC	(STR/5)+(CON/5)		x2		
	END	(CONx2)		x½		
	STUN	(BODY)+ (STR/2)+(CON/2)		x1		

Characteristics Cost:

CHA Roll	= 9+CHA/5	Run (6"):	
STR Roll:		Swim (2"):	
DEX Roll:		Jump (L/H):	
INT Roll:			
EGO Roll:			
PER Roll:	(9+INT/5):		

Disadvantages	Base	+Pts.

Pts.	Skill / Talent / Perk / Power	END / Roll

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	½	-	+0	stops attack, abort
Brace	+0	+2	½	+2 vs. Rmod
Disarm	½	-2	+0	can disarm: STR vs. STR
Dodge	½	-	+3	vs. all attacks, abort
Grab	½	-1	-2	grab, do STR
Haymaker	½	+0	-5	x1½ STR before Pushing
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-v/5	-3	STR +v/3
Set	1	+1	"+0	
Strike	½	+0	+0	STR or weapon type
Other Attacks	½	+0	+0	

Range	0-4	5-8	9-16	17-32	33-64	65-128
Rmod	0	-2	-4	-6	-8	-10

DEX: _____ SPD: _____ ECV(EGO/3): _____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

PD/rPD: _____ / _____ ED/rED: _____ / _____

END: _____ STUN: _____ BODY: _____

Experience

Disadvantages Total: _____

Experience Spent+ _____

Total Cost=

_____ **:Skill / Talent / Perk / Power Cost**

_____ **+Characteristics Cost**

=Total Cost

Character sheet by Mike Basinger (dbasinge@arches.uga.edu) Permission for Personal Use.

Champions is a trademark of Hero Games. All rights reserved. The Hero Games Web site is at http://www.herogames.com.