

Character Name:

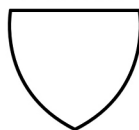
Height:

Build:

Eyes:

Hair:

**Boxcar
Points**



Core Abilities *Base 4*

CMT		TGH		WIL	
AGL		INT		XFC	
MGT		PER		MAG	

HIT	
DSV	
IM	

Conditions *Base 0*

Abilities *Base 4 for Standard, Base 0 for Exotic*

Weapon	Act.	Cal.	Ammo	ACC	ER	Damage

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Action Modifiers

Blind	-10
Flank Attack	+4
High Ground	+4
Low Ground	-2
Major Distraction	-5
Melee vs Prone	+8
Minor Distraction	-3
Multiple Attackers (each)	+3
Multiple Defenders (each)	+3
Obscured Vision	-4
Shooting Prone Target	-4
Surprise Attack	+6
Target is Held	+6
Target is Helpless	+10
Target in Kill Zone	+6
Targeting Sight/System	+5
Weapon is Braced	+2

Rank Number

1	2	3	4	5	6	7	8	9	10
11	10	9	8	7	6	5	4	3	2

Target Number

Notes

Building Points Saved:

Building Points Spent: