Demongate High™

CHARACTER SHEET

Player:

Narrator:

Character:	
Nationality:	Gender:
Age:	Height:
Hair:	Weight:
Eyes:	Blood Type:
Hand:	Birthday:
BG Card:	Year:

Health

	CAP PEN	HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
Lethal							
Head							
Nonlethal							
GONE							

Size:		DELAY	ACTIVE:		LIFT:		FATIGUE:	
DTR:			REACTIVE:		MAXLOAD:		PEN RATE:	
			SPEED:		LOAD:		PEN:	

Stats

STRENGTH:		**REA**SON:	
ENDURANCE:		**KNO**WLEDGE:	
CONSTITUTION:		**RES**OLVE:	
REFLEXES:		**INS**IGHT:	
COORDINATION:		**PER**SONALITY:	
MANIPULATION:		**LUC**K:	
LOOKS:			

PASSIVE DODGE:		PERCEPTION:	
ACTIVE DODGE:		INITIATIVE:	

Backgrounds

Weaknesses

ENERGY:

Spend:

EXP	Cards
Total:	

Tactical Skill	Roll	Active	Reactive
Close Combat			
Ranged Combat			
Supernatural Combat			

Weapon	Size	Hands	Roll	Damage	TR	Type	Heft	ER	MR	ROF	Ammo

Armor

Type:	TR:	AR:	EFF: E P B S
Cov:	DC:		
Burden:			

Hit Location

Main (1d10):	Penalty
1 = head	-3
2 = left arm	-2
3 = right arm	-2
4 = left leg	-2
5 = right leg	-2
6-10 = body	-1

Head hits (1d12):

1-5 = no unusual effect
6-7 = jaw (-1, can't chew or speak)
8-9 = mouth (-1, lose 1d4-1 teeth)
10 = nose (-1, bleeding or broken)
11 = ear (-2, deafened / stunned)
12 = eye (-2, blinded / bruised)

Passive Dodge: LUC+5-size • Active Dodge: HDL[REF]+COO-size • Perception: HDL[LUC]+INS • Initiative: HDL[REF]+REA • Health (Lethal): (CON+DTR)x2 (Head x.75) • Health (Nonlethal): (END+DTR)x3 • Lethal PEN: END÷2 (Head-1) • Nonlethal PEN: RES • GONE: CON • Delay (Active): 10-[(REF+REA)÷4] • Delay (Reactive): Active÷2 • Speed: [(STR+REF+COO)÷3]+height x2 • Lift: (STR) • Max Load: ENDx10% of Lift • Fatigue PEN rate: END • Energy: ENDxRES • SKP: (REA+KNO+RES)x5 • Damage: HDL[STR+size]

Powers

Notes

Money, Valuables

Grades

1-4 = F, 5-6 = D, 7-9 = C, 10-13 = B, 14+ = A

Grade Average:

Club Membership:

Skill	Stat	RTG	Roll	Skill	Stat	RTG	Roll

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