Demongate High™

CHARACTER SHEET

Player:

Narrator:

Character:	
Age:	Gender:
Height:	Weight:
Hair:	Eyes:
Hand:	Blood Type:
Year:	Birthdate:
Nationality:	

HEALTH

	BODY	HEAD	L.ARM	R.ARM	L.LEG	R.LEG
BASE ○						
-1	□ ○	○	□ ○	□ ○	□ ○	□ ○
-2	□ ○	□ ○	□ ○	□ ○	□ ○	□ ○
-3	□ ○	□ ○	□ ○	□ ○	□ ○	□ ○
INCAP	□ ○	□ ○	□ ○	□ ○	□ ○	□ ○
GONE	□	□	□	□	□	□

STATS

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

PASSIVE DODGE:		PERCEPTION:	
ACTIVE DODGE:		INITIATIVE:	

BACKGROUNDS / WEAKNESSES

BG CARD:

ENERGY:
FATIGUE:

EXP	CARDS

COMBAT SKILL	ROLL	#ATT
Close Combat		
Ranged Combat		
	BASE #ATT:	

WEAPON (SIZE)	#ATT	ROLL	HANDS	TYPE	ER	MR	TR	DAMAGE	ROF	AMMO
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						

ARMOR

TYPE:		DC:
COV:		
TR:	EFF: E P B ‡	
AR:	PEN:	

STRATEGIC COMBAT

RATING (ON FOOT):	
RATING (VEHICLE):	

POWERS

HIT LOCATION

Main (1d10):		Head hits (1d12):
1 = head	(+3)	1-5 = no unusual effect
2 = left arm	(+2)	6-7 = jaw (+1, can't chew or speak)
3 = right arm	(+2)	8-9 = mouth (+1, lose 1d4-1 teeth)
4 = left leg	(+2)	10 = nose (+1, bleeding or broken)
5 = right leg	(+2)	11 = ear (+2, deafened / stunned)
6-10 = body	(+1)	12 = eye (+2, blinded / bruised)

GRADES	
1-2 = F, 3-4 = D, 5-7 = C, 8-11 = B, 12+ = A	
Club Membership:	
Grade Average:	

NOTES

MONEY, VALUABLES

SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL

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