PERFECT HORIZON™

CHARACTER SHEET

Player:

Narrator:

Character:	
Age:	Gender:
Height:	Weight:
Hair:	Eyes:
Hand:	Blood Type:
Species:	Birthdate:
Occupation:	

HEALTH

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

STATS

STRENGTH:		REASON:	
ENDURANCE:		KNOWLEDGE:	
CONSTITUTION:		RESOLVE:	
REFLEXES:		INSIGHT:	
COORDINATION:		PERSONALITY:	
MANIPULATION:		LUCK:	
LOOKS:		SPEED:	

PASSIVE DODGE:		PERCEPTION:	
ACTIVE DODGE:		INITIATIVE:	

BACKGROUNDS / WEAKNESSES

BG CARD:

ENERGY:	EXP	CARDS
FATIGUE:		

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

WEAPON (SIZE)	#ACT	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):	

MECHA

MODEL:	
ARMOR TR:	ATTACK TR:
ATTACK DAMAGE:	
SPEED:	
SCOM:	Dodge:
Move Cost:	Damage Capacity:
Attack Cost:	(see page 2 for damage record)
Turn/Dodge:	

HIT LOCATION

Main (1d10):

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)

CYBERNETICS

CYBORG CLASS:

EQUIPMENT

MECHA DAMAGE

DC	BODY	HEAD	L.ARM	R.ARM	L.LEG	R.LEG
-1	☐		☐	☐	☐	☐
-2	☐	☐	☐	☐	☐	☐
-3	☐	☐	☐	☐	☐	☐
INCAP	☐	☐	☐	☐	☐	☐
GONE	☐	☐	☐	☐	☐	☐

MONEY, VALUABLES

SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL

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