KILLSPLOSION CHARACTER SHEET

Character Name:	Scenario:
Character Concept:	Kills:
Player:	III B. C. C.
Attributes	Hit Points:
Strength	Head/
Reflexes	L. Arm/
Toughness) (Chest/
ntelligence	Groin/ (
Senses	
Elite Skills	L. Leg/ \\
	Hit points are divided among the following hit locations:
Signature Move	Head: 10 hit points Chest: 40 hit points Groin: 10 hit points Left arm: 10 hit points Right arm: 10 hit points Left leg: 10 hit points Right leg: 10 hit points
Items	Additional hit points: Each character gains 1d6+3 hit points per point of toughness that can be applied to any hit locations. For example, a character with a Toughness of 4 rolls 4d6+12 and adds that to whatever hit locations he desires. He may split the points up however he chooses.
	Arms and Legs: 0 to -10 - The character's limb is severely damaged, which reduces their ability to fight. The character loses 1d6 points from a skill point pool. Arms and Legs -11 to -20 - The character's limb is mangled beyond repair. The character loses 1 point in Strength, Toughness and Reflexes. Arms and Legs: -21 and beyond - The character's limb is destroyed. All further damage is applied to the chest. The character
	can no longer apply damage to that limb. Groin: 0 to -10 - The character is stunned for 1 turn and loses 1 point of toughness. Groin -11 to -20 - The character loses all Cool and Cunning points.
	All further damage goes to the chest. Chest: 0 to -10 - The character is crippled. Can only take an action OR reaction per turn. Loses 1 point to all stats. Chest -11 and beyond - The character is dead.
	Head: 0 to -10 - The character has a concussion. The character

loses 2 points of Intelligence and Senses. **Head -11 and beyond -** The character is dead.