

KILLSPLOSION CHARACTER SHEET

Character Name: _____

Character Concept: _____

Player: _____

Scenario: _____

Kills: _____

Attributes

Strength

Reflexes

Toughness

Intelligence

Senses

Skill Pools

Cool _____/_____

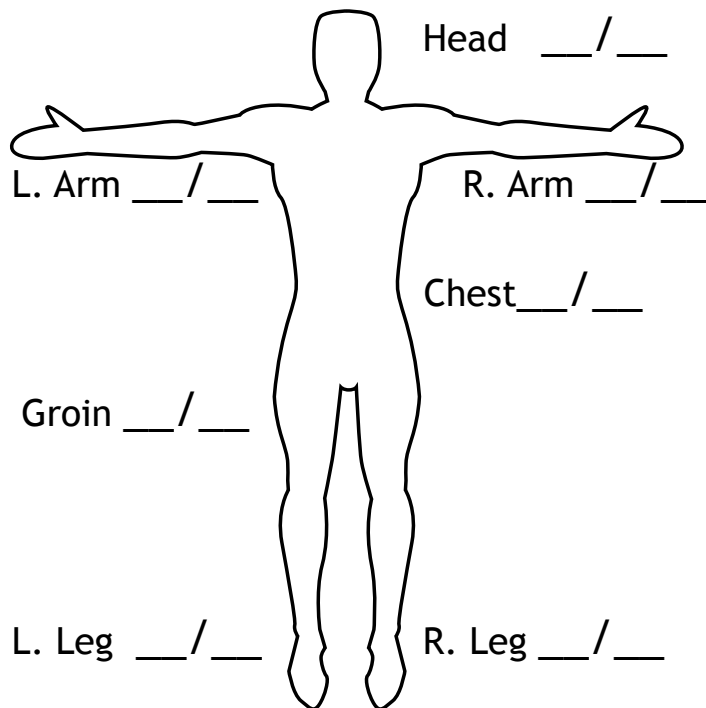
Cunning _____/_____

Common Sense _____/_____

Note: Don't forget to add the appropriate attribute to your skill pools.

Cool: Add Toughness
Cunning: Add Intelligence
Common Sense: Add Senses

Hit Points:



Hit points are divided among the following hit locations:

- 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

Elite Skills

Signature Move

Items and Notes

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.