

Combat Maneuver Sheet

ABILITIES

Athletics_____0 0 0 0 0
 Brawl_____0 0 0 0 0
 Do_____0 0 0 0 0
 Dodge_____0 0 0 0 0
 Melee_____0 0 0 0 0
 Firearms_____0 0 0 0 0

____ Athletic Maneuvers
 ____ Brawl Maneuvers
 ____ Do/Brawl Maneuvers
 ____ Dodge Maneuvers
 ____ Weapon Maneuvers
 ____ Weapon Techniques
 ____ Firearm Techniques

COMBAT MANEUVERS

MANEUVER	POINTS	I	A	D	M	NOTES
Block	None	+4	None	None	+0	Soak=Dodge+Stamina, +2 Initiative next turn
Dodge	None	+6	None	None	+1	Dexterity+Dodge, may abort Sustained Hold
Grapple	None	-1	+0	+0	+0	
Heavy Kick	None	-1	-1	+2	-1	
Heavy Strike	None	+0	+0	+1	+0	
Quick Kick	None	+1	+0	+1	+0	
Quick Strike	None	+3	+0	+0	+1	
Sprint	None	+3	None	None	+3	

TECHNIQUES

Weapon Techniques

Firearm Techniques

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____