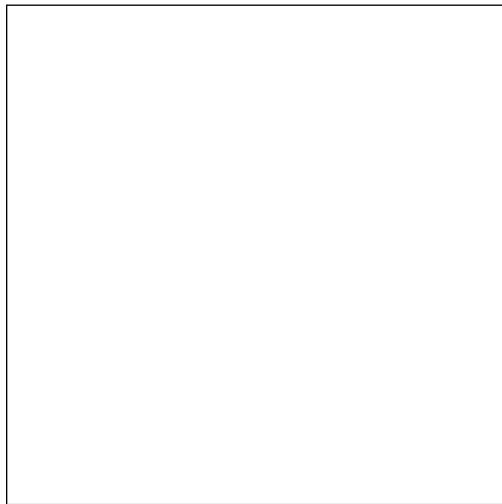


**Mano a Mano Role-Playing System Character Sheet**  
<http://gameartsguild.com>

Name \_\_\_\_\_  
 Template \_\_\_\_\_



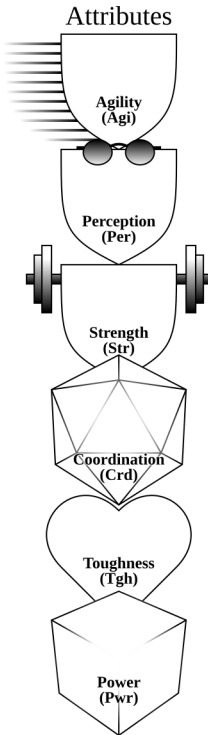
CP budget \_\_\_\_\_

- current CP value \_\_\_\_\_

= maximum AP \_\_\_\_\_

current AP \_\_\_\_\_

**Description** \_\_\_\_\_



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**Basic Actions:**

- strike (melee vs Agi)
- distract (melee vs Per; target: distracted 1 turn, +2 to hit you)
- grab (melee vs Str; -1d6 Pwr; hit: grabbed 1 turn)
- evade (action; you: defending, evading 1 turn)
- escape (action; while evading, not grabbed; you: leave encounter)
- rearm (action; you: not disarmed)
- borrow (1 use; action; unresisting target: disarmed 1 turn; you: use target's attack ability)
- release (action; while target grabbed permanently; Crd vs DC 8; success: not grabbed)
- coup de grace (melee vs Str; while target dying; hit: dead)

**Abilities:**

used

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\_\_\_\_\_

- prone (-2 defense vs melee attacks, +2 defense vs ranged attacks)
- distracted (-2 Crd vs targets other than the attacker)
- disarmed (-1d6 Pwr, no ranged attacks, parry or reach)

**Defense Modifier** \_\_\_\_\_

- cover (+2)
- defending (+5)
- exposed (-5)
- rushed (-2)
- stunned (-5)

**Coordination Modifier** \_\_\_\_\_

- darkness (-2)
- grabbed (-5)
- injured (-5)
- intimidated (-5)
- weightless (-2, cannot be prone)

**Hit Points:**



Stamina (Tgh / 2) \_\_\_\_\_

Rest Dice (Tgh / 6) \_\_\_\_\_

- already healed
- dying
- weapon borrowed

Focus (Agi, Per or Str - 10) \_\_\_\_\_