

# COMBAT ORDER

Acting on Phase:

Name ..... Player .....

STR ..... Roll ..... OCV ..... Levels .....

DEX ..... Roll ..... DCV ..... Attacks .....

CON ..... Roll ..... ECV ..... Notes .....

BODY ..... Temp ..... PD/rPD ..... / .....

INT ..... Roll ..... ED/rED ..... / .....

EGO ..... Roll ..... Mental DEF ..... REC .....

PRE ..... Roll ..... Flash DEF ..... END ..... Temp END .....

COM ..... Roll ..... Power DEF ..... STUN ..... Temp STUN .....

SPD ..... Phases

1	2	3	4	5	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	8	9	10	11	12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PER Rolls

Sight	Hearing	Smell	Others
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1 .....

2 .....

Name ..... Player .....

STR ..... Roll ..... OCV ..... Levels .....

DEX ..... Roll ..... DCV ..... Attacks .....

CON ..... Roll ..... ECV ..... Notes .....

BODY ..... Temp ..... PD/rPD ..... / .....

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PER Rolls

Sight	Hearing	Smell	Others
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3 .....

4 .....

5 .....

Name ..... Player .....

STR ..... Roll ..... OCV ..... Levels .....

DEX ..... Roll ..... DCV ..... Attacks .....

CON ..... Roll ..... ECV ..... Notes .....

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PER Rolls

Sight	Hearing	Smell	Others
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6 .....

7 .....

Name ..... Player .....

STR ..... Roll ..... OCV ..... Levels .....

DEX ..... Roll ..... DCV ..... Attacks .....

CON ..... Roll ..... ECV ..... Notes .....

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PER Rolls

Sight	Hearing	Smell	Others
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8 .....

9 .....

10 .....

Name ..... Player .....

STR ..... Roll ..... OCV ..... Levels .....

DEX ..... Roll ..... DCV ..... Attacks .....

CON ..... Roll ..... ECV ..... Notes .....

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PER Rolls

Sight	Hearing	Smell	Others
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11 .....

12 .....