



EURODOLLARS

STYLE

CLOTHES

HAIR

AFFECTS

ETHNICITY

LANGUAGE

FAMILY BACKGROUND

TRAITS

VALUED PERSON

VALUE MOST

FEEL ABOUT PEOPLE

VALUED POSSESSION

SIBLINGS:



LIFE EVENTS

ONE EVENT FOR EACH YEAR AFTER AGE 16.

YEAR

EVENT

MELEE DAMAGE BONUS

STRENGTH	1-2	3-4	5-7	8-9	10	11-12	13-14	15+
BONUS	-2	-1	0	+1	+2	+4	+6	+8

GEAR

TYPE

COST

WT

WEAPONS

NAME

TYPE

WA

CON.

AVAIL.

DAM.

AMMO

ROF

REL

AMMO TRACKER

TYPE

ROUNDS

MAGS

LIGHT PISTOL

MEDIUM PISTOL

HEAVY PISTOL

VERY HUY PISTOL

ASSAULT RIFLE

SHOTGUN

20MM CANNON

ARROW

CROSSBOW BOLT

AIRGUN PELLETS

NEEDLEGUN RDS

FLAMETHROWER

MICRO MISSILE

MARTIAL ARTS & BRAWLING

ATTACK

EFFECT

STRIKE

106/2 + MODIFIER DAMAGE

KICK

106 + MODIFIER DAMAGE

BLOCK/PARRY

STOP OR ABSORB DAMAGE

DODGE

-2 TO ATTACKER'S HIT ROLL

DISARM

KNOCK OR REMOVE WEAPON

THROW

FIRST GRAPPLE, THEN OPPONENT TAKES 106+MOD DMG AND MAKES A

STUN ROLL AT -2

HOLD

FIRST GRAPPLE, THEN Foe IS IMMOBILIZED UNTIL THEY MAKE AN

ESCAPE

CHOKE

FIRST HOLD/GRAPPLE, Foe TAKES 106/ROUND DMG

SWEEP/TRIP

KNOCK TO GROUND. Foe IS -2 TO NEXT ATTACK, YOU ARE AT +2 TO

GRAPPLE/ESCAPE

NEXT ATTACK

GRAPPLE/ESCAPE

ALLDMS YOU TO THROW/HOLD/CHOKE AS NEXT MOVE, OR ESCAPE

GRAPPLE

ARMOR LAYERING

DIFFSP	0-4	5-8	9-14	15-20	21-26	26+
BONUS	+5	+4	+3	+2	+1	+0

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NOTES	

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