



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
28MM 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 NEXT ATTACK
GRAPPLE/ESCAPE ALL DMG 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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