



NAME: _____

DESCRIPTION: _____

AGILITY _____

SMARTS _____

SPIRIT _____

STRENGTH _____

VIGOR _____

CHARISMA

PARRY
(HALF FIGHTING +2)

TOUGHNESS
(HALF VIGOR +2)

ARMoured
(TOUGHNESS + ARMOUR)

GRIT

PACE

SKILLS

HINDRANCES

STARTING EDGES

ADVANCES

5 _____

10 _____

15 _____

S 20 _____

25 _____

30 _____

35 _____

V 40 _____

45 _____

50 _____

55 _____

H 60 _____

65 _____

70 _____

75 _____

L 80 _____

FATIGUE

WOUNDS

WORST FEAR

NOTES

DINERO

POWERS/GADGETS

PP RANGE

DAMAGE

EFFECTS/MODS/NOTES

WEAPONS

RANGE

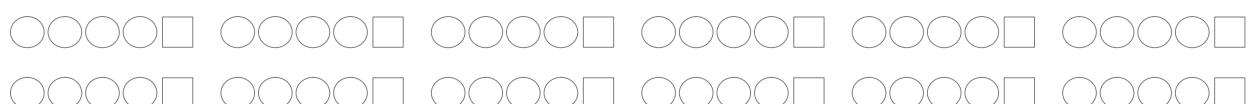
ROF

DAMAGE

AP

WT

NOTES



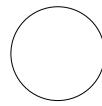
GEAR

WT

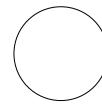
WT

TOTAL WT:

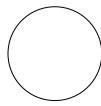
ENCUMBRANCE



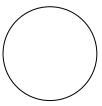
0
(STR X 5)



-1
(STR X 10)



-2
(STR X 15)



-3
(STR X 20)

AUTOMATIC FIRE -2 SHOOTING; ROLL DICE EQUAL TO ROF PLUS WILD DICE | **AIM** +2 SHOOTING/ THROWING IF CHARACTER DOES NOT MOVE | **CALLED SHOTS** LIMB (-2; MAY DISARM), HEAD OR VITALS (-4; +4 DAMAGE), SMALL TARGET (-4), TINY TARGET (-6) | **DEFEND** +2 PARRY; CHARACTER MAY TAKE NO OTHER ACTIONS | **DISARM** -2 ATTACK; DEFENDER MUST MAKE STR ROLL VS. THE DAMAGE OR DROP WEAPON | **DOUBLE TAP/THREE ROUND BURST** +1/+2 ATTACK AND DAMAGE | **THE DROP** +4 ATTACK AND DAMAGE | **FINISHING MOVE** INSTANT KILL TO HELPLESS FOE WITH LETHAL WEAPON | **FIRING INTO MELEES** SEE INNOCENT BYSTANDERS | **FULL DEFENSE** REPLACE PARRY WITH FIGHTING ROLL (NEVER LESS THAN PARRY); NO MOVEMENT ALLOWED; CAN MULTI-ACTION | **GANGING UP** +1 PER ADDITIONAL ATTACKER; MAXIMUM OF +4 | **GRAPPLE** NON-DAMAGING FIGHTING ROLL TO BEGIN GRAPPLE; RAISE CAUSES SHAKEN; ON SUBSEQUENT ROUNDS, MAKE AN OPPOSED STR. OR AGILITY ROLL TO DAMAGE OR ESCAPE (ON A RAISE WHEN ESCAPING, DEFENDER MAY ESCAPE AND ACT NORMALLY) | **INNOCENT BYSTANDERS** EACH MISS THAT COMES UP 1 ON THE SHOOTING DICE HITS RANDOM, NON-ADJACENT TARGET; FULL AUTO WEAPONS AND SHOTGUNS HIT BYSTANDERS ON A 1 OR 2 | **NONLETHAL DAMAGE** INCAPACITATION CANNOT KILL CHARACTERS | **PRONE** LYING DOWN GIVES ATTACKERS -2 SHOOTING; MAY RISE AUTOMATICALLY IF ATTACKED IN MELEE, OTHERWISE DEFENDER SUFFERS -2 PARRY AND FIGHTING | **SUPPRESSIVE FIRE** ON A SUCCESSFUL SHOOTING ROLL, TARGETS WITHIN MEDIUM BURST TEMPLATE MUST MAKE A SPIRIT ROLL OR BE SHAKEN; THOSE WHO ROLL 1 TAKE DAMAGE | **TEST OF WILL** ROLL TAUNT VS. SMARTS OR INTIMIDATE VS. SPIRIT; ON A SUCCESS, GAIN +2 TO NEXT ACTION AGAINST DEFENDER; ON A RAISE, DEFENDER IS ALSO SHAKEN; SITUATION SHOULD MODIFY BOTH CHARACTERS' ROLLS | **TRICK** DESCRIBE TRICK THEN ROLL OPPOSED AGILITY OR SMARTS ROLL; ON A SUCCESS, DEFENDER SUFFERS -2 TO PARRY UNTIL THEIR NEXT ACTION; ON A RAISE, THEY ARE ALSO SHAKEN | **TWO WEAPONS** -2 ATTACK; ADDITIONAL -2 FOR OFF-HAND IF NOT AMBIDEXTROUS | **UNARMED** DEFENDER ARMED ATTACKS GET +2 FIGHTING | **WILD ATTACK** FIRST DESCRIBE MANEUVER; THEN GAINS +2 FIGHTING, +2 DAMAGE AND -2 PARRY UNTIL NEXT ACTION | **WITHDRAWING** ADJACENT FOES EACH GET ONE FREE ATTACK AT THE RETREATING CHARACTER