

NECESSARY EVIL

CODENAME: _____

NAME: _____

RACE: _____

RANK: **N** **S** **V** **H** **L**

AGILITY      _____

SMARTS      _____

SPIRIT      _____


STRENGTH      _____







VIGOR      _____

CHARISMA 





































































































PARRY 
(HALF FIGHTING +2)




TOUGHNESS 
(HALF VIGOR +2)

ARMoured 
(TOUGHNESS +
CHEST ARMOUR)

PACE  +      _____ (RUN)

SKILLS

_____						_____
_____						_____
_____						_____
_____						_____
_____						_____
_____						_____
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_____						_____
_____						_____

FATIGUE   

WOUNDS    












































































HINDRANCES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

STARTING EDGES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ADVANCES


    	5	_____
    	10	_____
    	15	_____
    	20	_____
    	25	_____
    	30	_____
    	35	_____
    	40	_____
    	45	_____
    	50	_____
    	55	_____
    	60	_____
    	65	_____
    	70	_____
    	75	_____
	80	_____

[illegible][illegible]

GEAR/BOOTY

[illegible]

TOTAL WT: _____ ENCUMBRANCE

				
0	-1	-2	-3	
(STR X 5)	(STR X 10)	(STR X 15)	(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 MELEEES INNOCENT BYSTANDERS | FULL DEFENSE REPLACE PARRY WITH FIGHTING ROLL (NEVER LESS THAN PARRY); NO MOVEMENT ALLOWED; CAN MULTI-ACTION | GANGLING 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 BYSTANDERSEACH 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 MANUEVER; THEN GAINS +2 FIGHTING, +2 DAMAGE AND -2 PARRY UNTIL NEXT ACTION | WITHDRAWING ADJACENT FOES EACH GET ONE FREE ATTACK AT THE RETREATING CHARACTER