



Name: \_\_\_\_\_

Race: \_\_\_\_\_

Rank: n s v n L

Charisma

Pace + (Run)

Fatigue -1 -2 X

Parry   
(Half Fighting +2)

Toughness   
(Half Vigor +2)

Armoured   
(Toughness +  
Chest Armour)

Wounds -1 -2 -3 X

## Agility

4 6 8 10 12

Boating   
Driving   
Fighting   
Riding   
Shooting   
Stealth   
Swimming   
Throwing

## Hindrances


## Smarts

4 6 8 10 12

Gambling   
Healing   
Investigation   
Kn \_\_\_\_\_   
Kn \_\_\_\_\_   
Kn \_\_\_\_\_   
Lockpicking   
Notice   
Repair   
Streetwise   
Survival   
Taunt   
Tracking

## Starting Edges


## Advances

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

## Spirit

4 6 8 10 12

Intimidation   
Persuasion

## Strength

4 6 8 10 12

Climbing

## Vigor

4 6 8 10 12

Ammo

P. Points

## Gear/Booty

WT

WT

[illegible]

Total Wt: \_\_\_\_\_

## Encumbrance

O

(Str x 5)

-1

(Str x 10)



-2

(Str x 15)

-3

(Str x 20)

# Spells

## Rank

pp

## Range

## Duration

Effect

[illegible]

## Weapons

Range

ROF

## Damage

AD

Cwt

## Notes

[illegible]

**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 Mêlée** 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; Fullauto 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