NECESSARY EVIL

CODENAME:	.	NAME:				
RACE:		RANK: N 5 V H L				
AGILITY SMARTS SPIRIT STRENGTH		CHARISMA PARRY (HALF FIGHTING +2) TOUGHNESS (HALF VIGOR +2) PACE TOUGHNESS (TOUGHNESS + CHEST ARMOUR) PACE (RUN)				
VIGOR	4 6 8 10 12					
SKILLS	$\wedge\Box \Diamond \Box \Diamond$	HINDRANCES				
		STARTING EDGES				
		ADVANCES				
		0000 5				
		0000 10				
		0000 15				
		000 4 20				
		0000 30				
		0000 35				
		000\V 40				
		0000 45				
		○○○○□ 5○				
FATIGUE (-	1)(-2)(X)	0000 55 0000 65 0000 70				
WOUNDS (-	1 -2 -3 X	0000 75 0000 80				

POWER S	PP	RANGE	DAMAGE	EFFECTS/MODS/NOTES		
WEAPONS	PANA	BE ROF	DAMAG		WT	NOTE4
	KANC			- — — — — — — — — — — — — — — — — — — —		NO 169
				 0000E		
GEAR			VT			WT
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TOTAL WT: ENC	umbran	NCE ((4TR X 5)	-1 (4TR x 10'		-2 (GTR X 15)

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 PROP +4 ATTACK AND DAMAGE! FINISHING MOVE INSTANCES; THEN WELL TO HELPLESS FOR WITH LETHAL WEAPON! FIRING INTO MELEESSE 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 BYSTANDERSEACH 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 ATTACKED AND RIGHTING! SUPPRESSIVE FIRE ON A SUCCESSFUL SHOOTING ROLL, TARGETS WITHIN MEDIUM BURST TEMPLATE MUST MAKE A SPIRIT ROLL OR BE SHAKEN; THOSE WHO ROLL I 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 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 ATTACKS GET +2 FIGHTING! WILD ATTACK FIRST DESCRIBE MANEUVER; THEN GAINS +2 FIGHTING; +2 DAMAGE AND -2 PARRY UNTIL NEXT ACTION! WITHDRAWING ADJACENT FORS EACH OFF ONE FREE ATTACK AT THE RETREATING CHARACTER?