

NAME:

PLAYER:

XP:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHTING MELEE ATTACKS	SHOOTING RANGED ATTACKS	THROWING THROWN ATTACKS	PARRY 2+1/2 FIGHTING	TOUGHNESS 2+1/2 VIGOR	SANITY 2+1/2 SPIRIT	PACE 6+1/2 AGILITY

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	CORRUPTION

<input type="checkbox"/>				CURRENT HEALTH			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WOUNDS	FATIGUE	INSANITY	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	-1	-1	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	-2	-2	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3	↓	-3	<input type="checkbox"/>
				INCAPACITATED			

EDGES/HINDRANCES



WEAPON	RANGE	DAMAGE	ROF	SHOTS	MIN STR	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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AIM: +2 SHOOTING/THROWING (NO MOVEMENT)
CALLED SHOT: -2/-4/-6 ATTACK HEAD/VITALS +4 DAMAGE
DEFEND: +2 PARRY (NO OTHER ACTION)
DOUBLE TAP/3 RD BURST: +1/+2 ATTACK/DAMAGE
THE DROP: +4 ATTACK/DAMAGE
FULL AUTO: -2 ATTACK, #ATTACK ROLLS = ROF
FULL DEFENSE: REPLACE PARRY WITH FIGHTING (NOA)


SUPPRESSIVE FIRE: TARGETS IN 4x4 MAKE SPIRIT ROLL OR SHAKEN ON A 1 THEY TAKE NORMAL DAMAGE
TWO WEAPONS: -2/-4 ATTACK (PRIMARY / OFFHAND)
UNARMED DEFENDER: +2 ATTACK (MELEE)
WILD ATTACK: +2 ATTACK/DAMAGE -2 PARRY (MELEE)
TRICK: MAKE OPPOSED AGILITY / SMARTS: SUCCESS -2 PARRY UNTIL TARGET'S NEXT ACTION - RAISE = SHAKEN

NAME:

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AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA CORRUPTION																		
BOATING <input type="checkbox"/>	GAMBLING <input type="checkbox"/>	GUTS <input type="checkbox"/>	ATHLETICS <input type="checkbox"/>	<input type="checkbox"/>																			
DRIVING <input type="checkbox"/>	HEALING <input type="checkbox"/>	INTIMIDATION <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																			
FIGHTING <input type="checkbox"/>	NATURE <input type="checkbox"/>	PERSUASION <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																			
PILOTING <input type="checkbox"/>	NOTICE <input type="checkbox"/>	<input type="checkbox"/>	<table border="1"> <tr> <th colspan="3">CURRENT HEALTH</th> </tr> <tr> <th>WOUNDS</th> <th>FATIGUE</th> <th>INSANITY</th> </tr> <tr> <td><input type="checkbox"/> -1</td> <td><input type="checkbox"/> -1</td> <td><input type="checkbox"/> -1</td> </tr> <tr> <td><input type="checkbox"/> -2</td> <td><input type="checkbox"/> -2</td> <td><input type="checkbox"/> -2</td> </tr> <tr> <td><input type="checkbox"/> -3</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/> -3</td> </tr> <tr> <td colspan="3" style="text-align: center;">INCAPACITATED</td> </tr> </table>			CURRENT HEALTH			WOUNDS	FATIGUE	INSANITY	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/>	<input type="checkbox"/> -3	INCAPACITATED		
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<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1																					
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INCAPACITATED																							
RIDING <input type="checkbox"/>	REPAIR <input type="checkbox"/>	<input type="checkbox"/>																					
SHOOTING <input type="checkbox"/>	RESEARCH <input type="checkbox"/>	<input type="checkbox"/>																					
STEALTH <input type="checkbox"/>	STREETWISE <input type="checkbox"/>	<input type="checkbox"/>																					
THIEVERY <input type="checkbox"/>	TAUNT <input type="checkbox"/>	<input type="checkbox"/>																					
THROWING <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																					

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EDGES/HINDRANCES

WEAPON

RANGE

DAMAGE

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SHOTS

MIN STR

NOTES

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