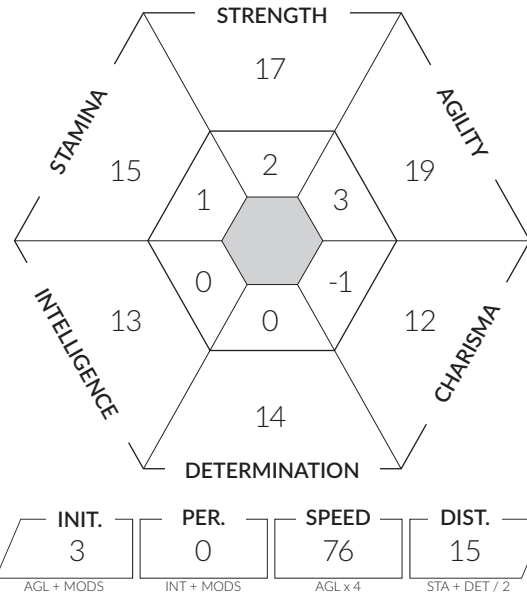


STATS

Name _____
 Player _____
 Class Combat Specialist Level 0
 Currency \$ 5,750 Reputation _____
 CHIP: REAL / FAKE / NONE



WEAPONS

Lukton 7.62mm LMG	4/0	+5	3d10
NAME	SPD	ATK	DMG
H&K USP MOD 9x .40 Calibre	2/1	+5	3d6
NAME	SPD	ATK	DMG
Combat Knife	2/1	+5	1d6+3
NAME	SPD	ATK	DMG
Kahr .22 Calibre (supressed)	2/1	+5	1d10
NAME	SPD	ATK	DMG

CYBERNETICS

Jack Rabbit	D	1d8	---
NAME	CLASS	BONUS	STAT
Concealed Weapon Port	D	---	---
NAME	CLASS	BONUS	STAT
Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT

EQUIPMENT

Fatigues	400 rounds LMG Ammo
Combat Boots	30 Rounds .40 Cal Ammo
Heavy Armor	15 Rounds .22 Ammo
Tac Helmet	Load Carrying Equipment
Tac LENS	Assault Pack

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. <u>Heavy Weapons</u>
2. <u>Rifle</u>	6. _____
3. <u>Machine Gun</u>	7. _____
4. <u>Knife</u>	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics <u>1</u>	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival <u>1</u>	Insight _____	Performance _____	Electronics _____
AGILITY	Medical <u>1</u>	Persuasion _____	Engineering _____
Acrobatics _____	Salvage _____	Politics _____	Investigation _____
Driving _____	Science _____	Underworld _____	Networks _____
Piloting _____			Perception _____
Sleight of Hand _____			Software _____
Stealth <u>1</u>			Tactics _____

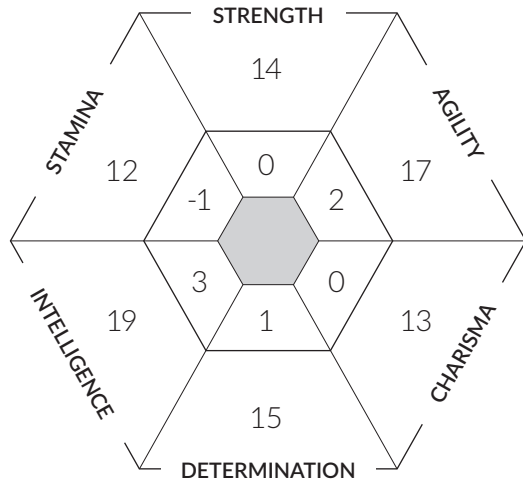
SPECIAL ABILITIES

- "Run and Gun" – Once per combat encounter you can move and take an aimed shot during a single combat round
- Has a +4 to checks against deceit (Corp background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>20</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>100</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class Hacker Level 0
 Currency \$ 2,000 Reputation _____
 CHIP: REAL / FAKE / NONE



INIT. 2 PER. 3 SPEED 68 DIST. 14
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

NOVAL .40 Calibre Pistol	2/1	+4	3d6
NAME	SPD	ATK	DMG
Knife	2/1	+4	1d6
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Tech Head	D	1d8	---
NAME	CLASS	BONUS	STAT
Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

EQUIPMENT

AR Rig	40 rounds 9mm Ammo
CommTab	
Light Armor	
Multitool	

COMBAT PROFICIENCIES

- Pistol
- Knife
-
-
-
-
-
-

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics	Animal Handling	Deceit	Communication
STAMINA	Business	Intimidation	Economics
Survival	Insight	Performance	Electronics <u>1</u>
AGILITY	Medical	Persuasion	Engineering
Acrobatics	Salvage	Politics	Investigation
Driving	Science	Underworld	Networks <u>1</u>
Piloting			Perception
Sleight of Hand			Software <u>1</u>
Stealth			Tactics

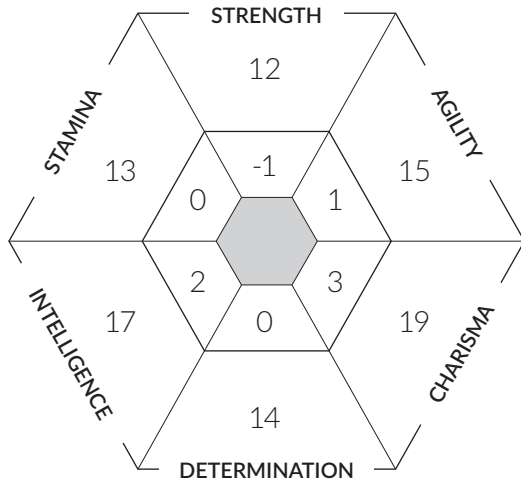
SPECIAL ABILITIES

- "CTRL-ALT-DEL" – Once per day, you may re-roll any failed Software or Networks check.
- Has a +4 to checks against deceit (Corp background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	-1	-3		
HIT POINTS	25	RATED AP	CURRENT AP	
2-4 BODY	-1	-3		
HIT POINTS	25	RATED AP	CURRENT AP	
5-6 L. ARM	-1	-3	-5	
HIT POINTS	25	RATED AP	CURRENT AP	
7-8 R. ARM	-1	-3	-5	
HIT POINTS	25	RATED AP	CURRENT AP	
9-10 L. LEG	-1	-3	-5	
HIT POINTS	25	RATED AP	CURRENT AP	
11-12 R. LEG	-1	-3	-5	
HIT POINTS	25	RATED AP	CURRENT AP	

STATS

Name _____
 Player _____
 Class Operative Level 0
 Currency \$ 8,000 Reputation _____
 CHIP: REAL / FAKE / NONE



INIT. 2 PER. 3 SPEED 60 DIST. 14
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

M95SR Sniper Rifle	1/1	+5	3d10
NAME	SPD	ATK	DMG
9mm NuStyle Pistol	2/1	+3	2d8
NAME	SPD	ATK	DMG
Knife	2/1	-3	1d6
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Watcher	E	---	---
NAME	CLASS	BONUS	STAT
Concealed Weapon Port	D	---	---
NAME	CLASS	BONUS	STAT
Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT

EQUIPMENT

Light, Liquitex Armor	40 7.62 Rounds
1 CommTab	45 9mm Rounds
Tac LENS	

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. _____
2. <u>Rifle</u>	6. _____
3. _____	7. _____
4. _____	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit <u>1</u>	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival _____	Insight <u>1</u>	Performance _____	Electronics _____
AGILITY	Medical _____	Persuasion <u>1</u>	Engineering _____
Acrobatics _____	Salvage _____	Politics _____	Investigation _____
Driving _____	Science _____	Underworld _____	Networks _____
Piloting _____			Perception _____
Sleight of Hand _____			Software _____
Stealth <u>1</u>			Tactics _____

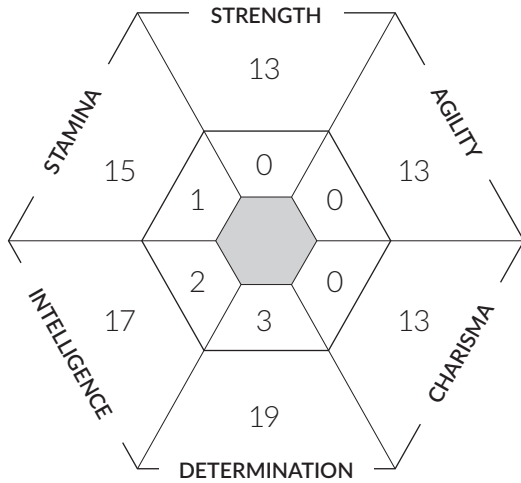
SPECIAL ABILITIES

- "That's what I call leadership!" – 1/Day can allow friendly target to re-roll a single attack roll or skill check.
- Has a +4 to checks against deceit (Corp background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>20</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>48</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class Outrider Level 0
 Currency \$ 1,000 Reputation _____
 CHIP: REAL / FAKE / NONE



INIT. 0 PER. +2 SPEED 52 DIST. 24
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

H&K 9mm Pistol	2/1	+2	2d8
NAME	SPD	ATK	DMG
Double-Barrel Shotgun	1/1	+2	2d10
NAME	SPD	ATK	DMG
Combat Knife	2/1	+2	1d6
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

EQUIPMENT

Clothes	40 rounds 9mm Ammo
Combat Boots	25 Buckshot Shells
Light Armor	
Pilot's Helmet	

COMBAT PROFICIENCIES

1. Pistol	5. _____
2. Shotgun	6. _____
3. Knife	7. _____
4. _____	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation <u>1</u>	Economics _____
Survival <u>1</u>	Insight _____	Performance _____	Electronics _____
AGILITY	Medical _____	Persuasion _____	Engineering _____
Acrobatics _____	Salvage <u>1</u>	Politics _____	Investigation _____
Driving <u>1</u>	Science _____	Underworld _____	Networks _____
Piloting _____			Perception _____
Sleight of Hand _____			Software _____
Stealth _____			Tactics _____

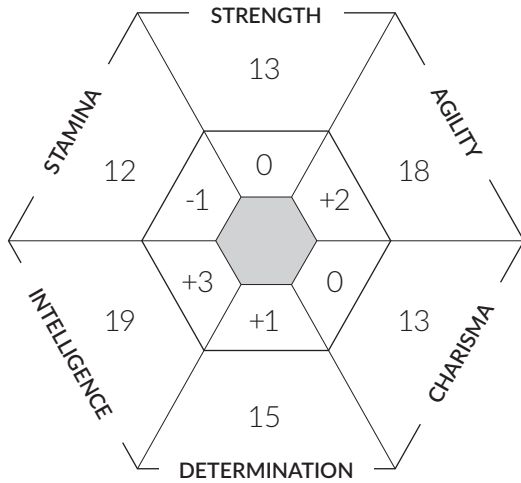
SPECIAL ABILITIES

- "Where it counts" – Once per encounter you isolate a weak spot in another piece of technology (drone wing, cybernetics arm socket, etc.). On a successful attack roll you gain an extra 1d8+1 per level to damage against your opponent. (Example, at level 7 you would get a 1d8+7 bonus on success.)
- Has a +4 to checks against deceit (Corp background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>50</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>55</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class Greaser Level 0
 Currency \$ 1,000 Reputation _____
 CHIP: REAL / **FAKE** / NONE



INIT. 2 PER. 3 SPEED 72 DIST. 13
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

NOVAL .40 Calibre Pistol	4/0	+4	3d6
NAME	SPD	ATK	DMG
Crowbar	4/0	+2	1d8
NAME	SPD	ATK	DMG
Sawed-Off Shotgun	4/0	+4	2d10
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Tech Head	D	1d8	---
NAME	CLASS	BONUS	STAT
Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

EQUIPMENT

1 Tablet-style computer	30 Rounds .40 Cal Ammo
1 Smartphone	30 Rounds Shotgun Shells
Multitool	Light Armor
Mechanics Tools	1 Set of Overalls
Tactical Eyewear	

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. _____
2. <u>Rifle</u>	6. _____
3. <u>Blunt</u>	7. _____
4. _____	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival _____	Insight _____	Performance _____	Electronics <u>1</u>
AGILITY	Medical _____	Persuasion _____	Engineering <u>1</u>
Acrobatics _____	Salvage _____	Politics _____	Investigation _____
Driving <u>1</u>	Science _____	Underworld <u>1</u>	Networks _____
Piloting _____			Perception _____
Sleight of Hand _____			Software _____
Stealth _____			Tactics _____

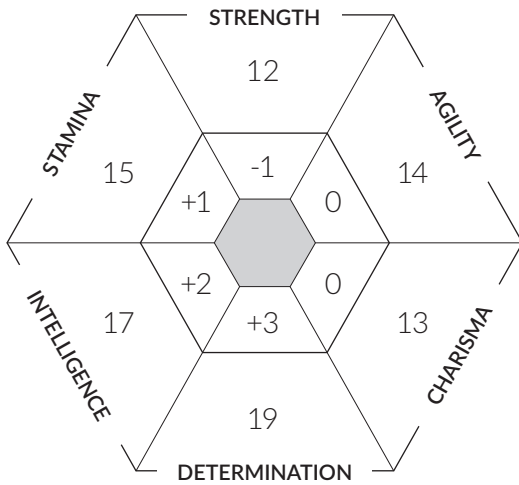
SPECIAL ABILITIES

- "Hear me baby, hold together" – Once per day you can rapidly repair vehicles or equipments, immediately restoring 1D8+1 per level to either AP/HP. You must possess the necessary core/sub skill for that piece of technology in order to repair.
- Has a +4 to checks against intimidation (Fringer background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>0</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>48</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class Rover Level 0
 Currency \$ 5,750 Reputation _____
 CHIP: REAL / FAKE / NONE



INIT. 0 PER. +2 SPEED 56 DIST. 17
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

9mm MP15	3/1	+2	2d8
NAME	SPD	ATK	DMG
.40 Calibre USPv7	3/1	+2	3d6
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

EQUIPMENT

Rover Rig	150 rounds 9mm Ammo
Combat Boots	45 Rounds .40 Cal Ammo
Light Armor	
Tac Helmet	

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. _____
2. <u>Rifle</u>	6. _____
3. <u>Machine Gun</u>	7. _____
4. <u>Knife</u>	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival _____	Insight _____	Performance _____	Electronics <u>1</u>
AGILITY	Medical _____	Persuasion _____	Engineering _____
Acrobatics _____	Salvage _____	Politics _____	Investigation _____
Driving _____	Science <u>1</u>	Underworld _____	Networks _____
Piloting <u>1</u>			Perception _____
Sleight of Hand _____			Software _____
Stealth _____			Tactics <u>1</u>

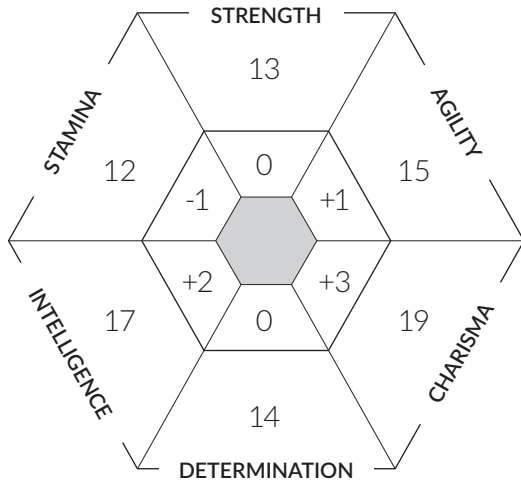
SPECIAL ABILITIES

- "A Leaf on the Wind" – 1/week if your drone takes damage that would cause it to shut down you can keep it moving for one last round before it fails completely. The drone cannot be reactivated without a complete overhaul (one day of dedicated work).
- Has a +4 to checks against deceit (Corp background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>35</u>	CURRENT AP	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>48</u>	CURRENT AP	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>12</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class Gutter Punk Level 0
 Currency \$ 200 Reputation _____
 CHIP: REAL / FAKE / **NONE**



INIT. +1 PER. +2 SPEED 60 DIST. 13
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

Colt .45 Calibre Pistol	2/1	+3	3d8
NAME	SPD	ATK	DMG
Double-Barrel Shotgun	1/1	+3	3d8
NAME	SPD	ATK	DMG
Baseball Bat	2/1	+3	1d8
NAME	SPD	ATK	DMG
NAME	SPD	ATK	DMG

CYBERNETICS

Quancom Link	E	---	---
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

EQUIPMENT

Tattered Clothes	10 Blank NFC Cards
Multi-tool	50 Shotgun Shells
Tablet Computer	45 Rounds .45 Calibre Ammo
NFC Writer	Kevlar Helmet
Forged C.H.I.P.	Teddy Bear (Nailed to Baseball Bat)

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. _____
2. <u>Shotgun</u>	6. _____
3. <u>Blunt</u>	7. _____
4. _____	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival _____	Insight _____	Performance _____	Electronics _____
AGILITY	Medical _____	Persuasion _____	Engineering _____
Acrobatics <u>1</u>	Salvage _____	Politics _____	Investigation _____
Driving _____	Science _____	Underworld <u>1</u>	Networks _____
Piloting _____			Perception _____
Sleight of Hand <u>1</u>			Software _____
Stealth <u>1</u>			Tactics _____

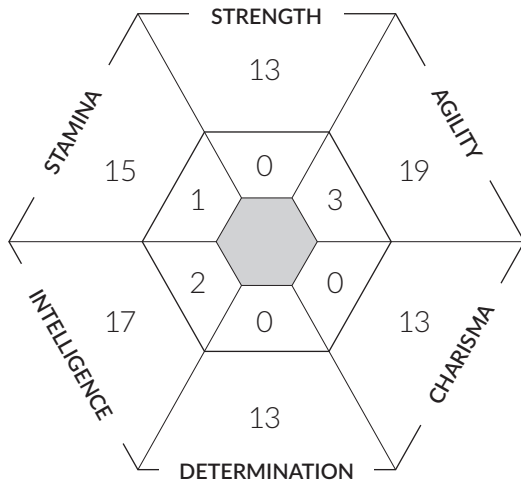
SPECIAL ABILITIES

- "Use the Pointy End" – You may roll double damage against a target that is unaware of your presence.
- Has a +4 to checks against intimidation (Fringer background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>15</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>30</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>10</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>10</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>10</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>10</u>	CURRENT AP	

STATS

Name _____
 Player _____
 Class L.E.O. Level 0
 Currency \$ 2,000 Reputation _____
 CHIP: REAL / FAKE / **NONE**



INIT. +3 PER. +2 SPEED 76 DIST. 14
AGL + MODS INT + MODS AGL x 4 STA + DET / 2

WEAPONS

<u>.38 Special</u>	<u>1/1</u>	<u>+5</u>	<u>3d10</u>
NAME	SPD	ATK	DMG
<u>Combat Shotgun</u>	<u>2/1</u>	<u>+5</u>	<u>2d10</u>
NAME	SPD	ATK	DMG
<u>Knife</u>	<u>2/1</u>	<u>+3</u>	<u>1d8</u>
NAME	SPD	ATK	DMG
_____	_____	_____	_____
NAME	SPD	ATK	DMG

CYBERNETICS

<u>Quancom Link</u>	<u>E</u>	<u>---</u>	<u>---</u>
NAME	CLASS	BONUS	STAT
<u>Watcher</u>	<u>D</u>	<u>---</u>	<u>---</u>
NAME	CLASS	BONUS	STAT
_____	_____	_____	_____
NAME	CLASS	BONUS	STAT

EQUIPMENT

<u>Average Clothes</u>	<u>30 .38 Rounds</u>
<u>Trench Coat (Class D - Armored)</u>	<u>25 Buckshot Shells</u>
<u>Shoes</u>	_____
<u>Light Armor</u>	_____
<u>Tac Lens</u>	_____

COMBAT PROFICIENCIES

1. <u>Pistol</u>	5. _____
2. <u>Shotgun</u>	6. _____
3. <u>Knife</u>	7. _____
4. _____	8. _____

SKILLS

STRENGTH	DETERMINATION	CHARISMA	INTELLIGENCE
Athletics _____	Animal Handling _____	Deceit _____	Communication _____
STAMINA	Business _____	Intimidation _____	Economics _____
Survival _____	Insight _____	Performance _____	Electronics _____
AGILITY	Medical _____	Persuasion <u>1</u>	Engineering _____
Acrobatics _____	Salvage _____	Politics _____	Investigation <u>1</u>
Driving <u>1</u>	Science _____	Underworld <u>1</u>	Networks _____
Piloting _____			Perception _____
Sleight of Hand _____			Software _____
Stealth _____			Tactics _____

SPECIAL ABILITIES

- **"Under Arrest"** – One per combat round encounter, on a successful attack roll, the LEO can get a +3 to disarm their opponent or grapple. Perp can resist "arrest", but must make a successful STR skill check against the LEO's total roll + STR or AGL modifier. (Player's choice)
- Has a +4 to checks against intimidation (Fringer background)

	Flesh Wound	Concussed	Unconscious	DEAD
1 HEAD	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>20</u>	CURRENT AP	
	Flesh Wound	Damaged	DEAD	
2-4 BODY	<u>-1</u>	<u>-3</u>		
HIT POINTS	<u>25</u>	RATED AP <u>55</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
5-6 L. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
7-8 R. ARM	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
9-10 L. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	
	Flesh Wound	Damaged	CRIPPLED	
11-12 R. LEG	<u>-1</u>	<u>-3</u>	<u>-5</u>	
HIT POINTS	<u>25</u>	RATED AP <u>25</u>	CURRENT AP	

