

Come Out to Pla-ay (*The Warriors*)

- Notes**
- Intro & Welcome**
- Conclave** (Van Cortlandt Park, Bronx)
- Turnbull ACs** (Dyre Ave. Station, Bronx)
- Orphans** (Tremont, Bronx)
- Punks** (Riverside, 96th Street Station, Manhattan)
- Baseball Furies** (Bowery, Union Station, Manhattan)
- Rogues** (Coney Island, Brooklyn)

- Notes**
 - **TO:** Coney Island → Union Station → Riverside → Dyre Ave.
 - **FROM:** Dyre Ave. Station → Track Fire → Tremont → Riverside → Union Station → Coney Island
 - **Molotov Cocktail:** 1d burning in hex, plus 3d damage if it breaks on a person. Bottle breaks on a 1-4 if you fall.

- Intro & Welcome**
 - Who has played GURPS? Who has seen the movie? (Player vs. Character knowledge)
 - Go over Life as a Warrior: Character Sheet, Code of Honor, GURPS 4th (rolls, Luck, and injury), and Maneuvers. Guns are fairly rare.
 - Any questions?

- Conclave** (Van Cortlandt Park, Bronx)
 - 9 delegates from 100 gangs, unarmed and under truce
 - Gathering and Cyrus's speech
 - Cyrus is murdered
 - Cops raid the park -- escape to nearby graveyard?

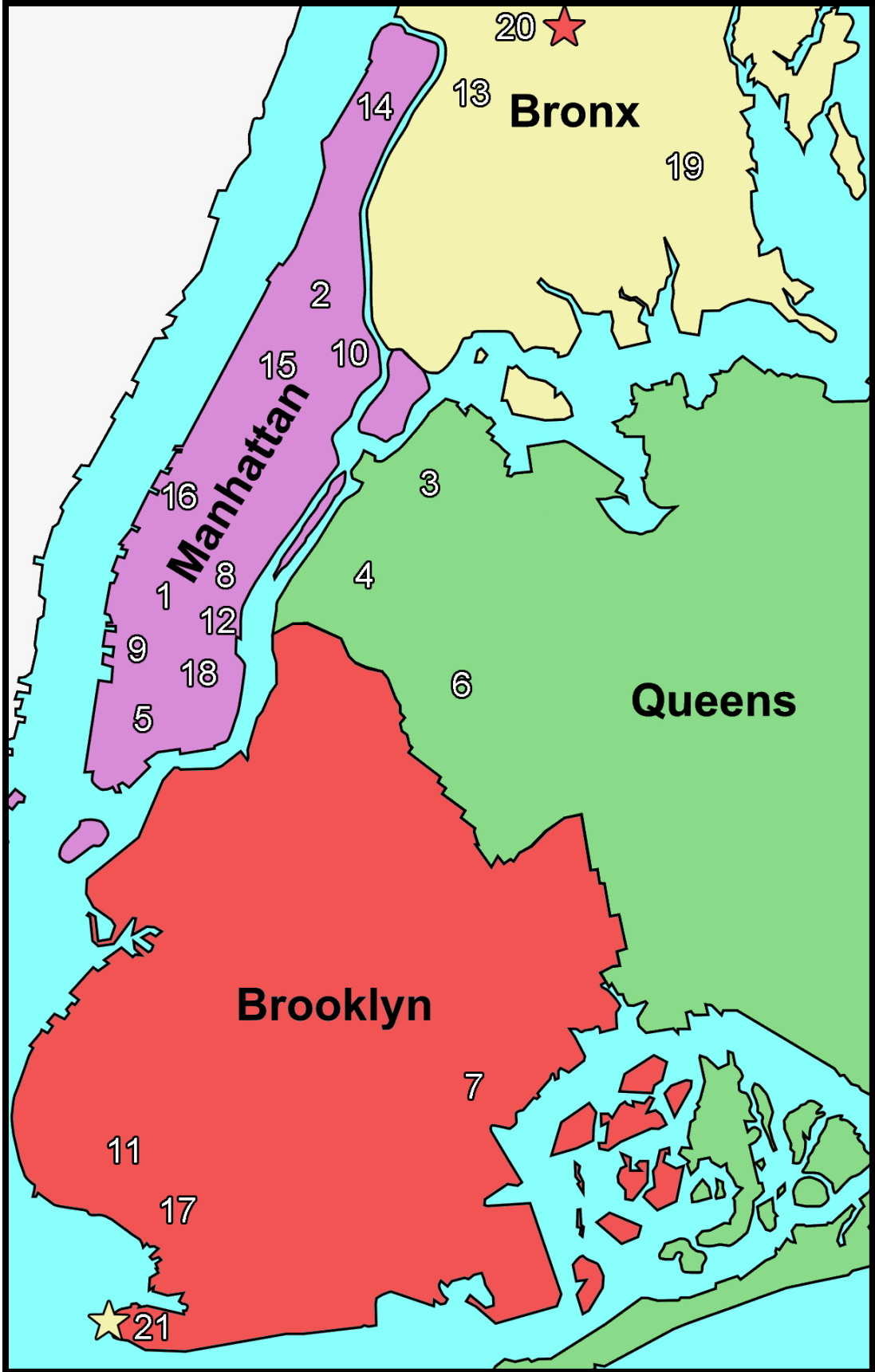
- **Turnbull ACs** (Dyre Ave. Station, Bronx) *Average*
 - Turnbull ACs patrolling the station in groups of (4). Also have a bus
 - Cops are also still rounding up any gangs on the street
 - The M train to Union Station comes, but a fire knocks out the track after just a couple of stops. Walk to next station?

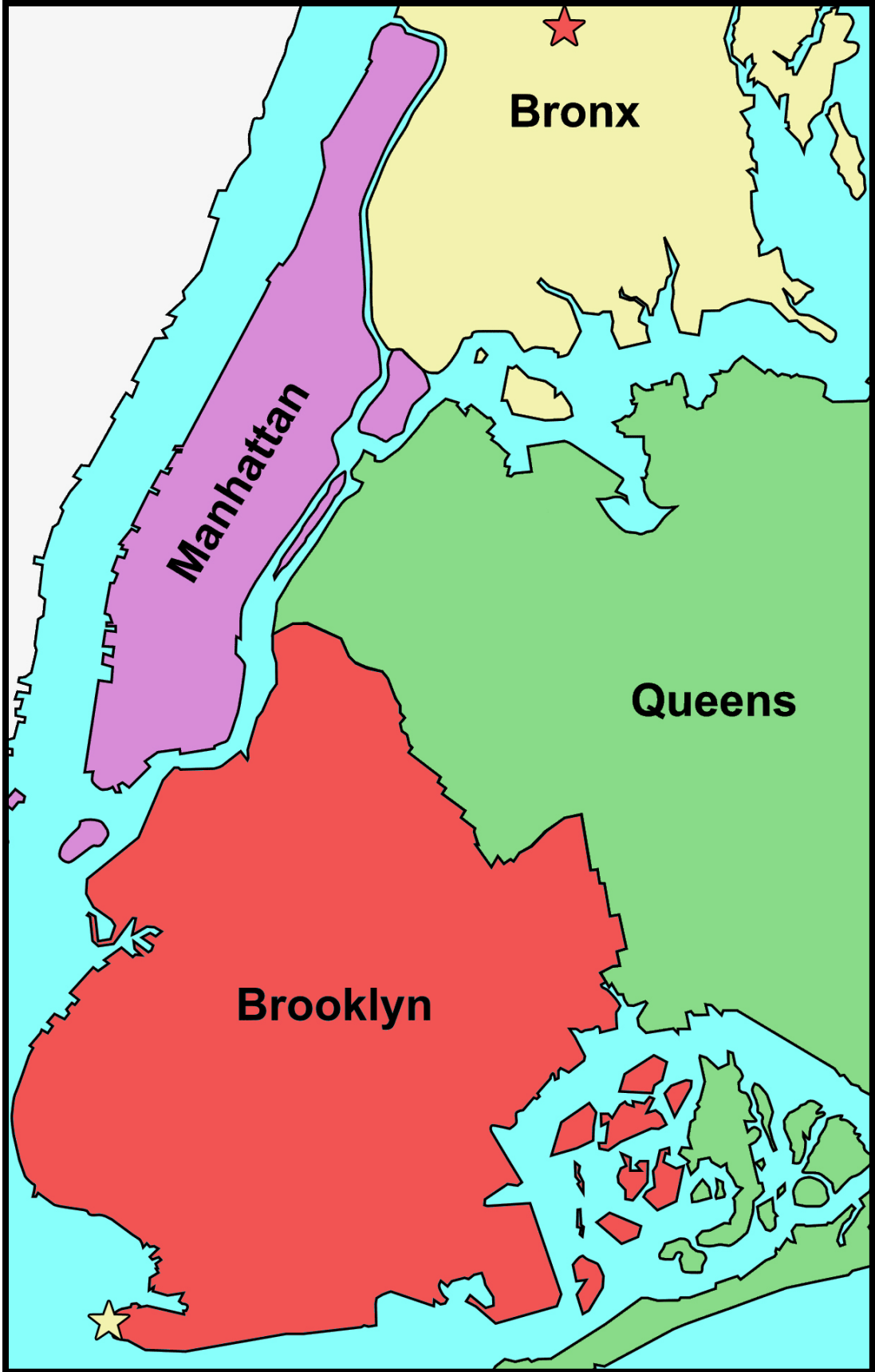
- **Orphans** (Tremont, Bronx) *Weak*
 - Orphans (6) parlay until Mercy interferes. If allowed to get reinforcements, then (6) more will show up
 - Tremont Station is nearby, lots of cops patrolling, but it does have a train to the Riverside Station in Manhattan

- **Punks** (Riverside, 96th Street Station, Manhattan) *Average*
 - *Possible 10-minute break (at around 2.5 hours in)*
 - Have to change trains at Riverside to get to Union Station (where the train for Coney departs)
 - Punks (6) are here, hunting for The Warriors. Bathroom fight?

- **Baseball Furies** (Bowery, Union Station, Manhattan) *Strong*
 - *Possible 10-minute break (at around 2.5 hours in)*
 - Have to change trains at Union Station to get to Coney Island
 - Baseball Furies (7) are here, hunting for The Warriors. Park chase/fight?

- **Rogues** (Coney Island, Brooklyn) *Strong*
 - Once they make it home, the PCs notice none of their people on the streets (busy dealing with the Riffs all night)
 - The Rogues (8) will try to ambush them here, hoping to kill them before they can talk to the Gramercy Riffs (unaware the Riffs already know The Warriors are innocent)
 - Riffs will show up after the fight to carve out Coney for The Warriors





<i>Map</i>	<i>Gang</i>	<i>Turf</i>	<i>Borough</i>	<i>Warlord</i>	<i>Warchief</i>
1	Baseball Furies	Bowery*	Manhattan	Cobb	Thurman
2	Boppers	Harlem	Manhattan	Big Moe	Tubbz
3	Boyle Ave. Runners	Astoria	Queens	Manuel	Andre
4	Delaney Rovers	Hunters Point	Queens	Frederick	Mutt
5	Electric Eliminators	Soho	Manhattan	Tracers	Louie
6	Filmores	Maspeth	Queens	Gregory	Rufus
7	Gladiators	Canarsie	Brooklyn	Dutch	Gnash
8	Gramercy Riffs	Gramercy	Manhattan	Cyrus (Masai)	Kincaid
9	Hi-Hats	Soho	Manhattan	Crackerjack	Marcel
10	Hurricanes	Spanish Harlem	Manhattan	Vargas	Diego
11	Jones Street Boys	Bensonhurst	Brooklyn	Knox	Cooper
12	Lizzies	Bowery	Manhattan	Starr	Roxanna
13	Orphans	Tremont	Bronx	Sully	Jesse
14	Panzers	Washington Heights	Manhattan	Jonah	Isaac
15	Punks	Riverside*	Manhattan	Vance	Ed
16	Rogues	Hell's Kitchen	Manhattan	Luther	Cropsy
17	Saracens	Bensonhurst	Brooklyn	Edge	Mouse
18	Savage Huns	Chinatown	Manhattan	Ghost	Rooster
19	Turnbull ACs	Gunhill/Pelham	Bronx	Thrash	Duncan
20	VC Rangers	Van Cortlandt Park	Bronx	Pharaoh	Lucifer
21	Warriors	Coney Island	Brooklyn	Cleon (Swan)	Swan

* Turfs switched from movie

Weak Gang (Orphans)

ST 10 **Dodge** 8 **Punch** 10 1d-3 cr
DX 11 **Parry** 9 **Kick** 8 1d-2 cr
IQ 9 **Block**
HT 10 **HPT** *no*

	HP	Weapon	sw/thr
1	10	Club (11)	1d+1/1d-1 cr
2	10	Bat (11)	1d+2 cr
3	10		
4	10		
5	10	Club (11)	1d+1/1d-1 cr
6	10	Bat (11)	1d+2 cr
7	10		
8	10		
9	10	Knife, sm (11)	1d-3 cut/1d-3 imp
10	10		
11	10		
12	10		

Lieutenant (Jesse)

ST 12 **Dodge** 8 **Punch** 11 1d-2 cr
DX 11 **Parry** 10 **Kick** 9 1d cr
IQ 10 **Block** **Bat** 12 1d+4 cr
HT 11
HP 11 **HPT** *no*

Leader (Sully)

ST 12 **Dodge** 9 **Punch** 12 1d-2 cr
DX 11 **Parry** 10 **Kick** 10 1d cr
IQ 11 **Block** **Knife** 12 1d-1 cut/1d-2 imp
HT 11
HP 11 **HPT** *yes*

Average Gang (Punks, Turnbull ACs)

ST	12	Dodge	9	Punch	12	1d-1 cr
DX	13	Parry	10	Kick	10	1d cr
IQ	11	Block				
HT	11	HPT	no			

	HP	Weapon	<i>sw/thr</i>
1	11	Bat (13)	1d+4 cr
2	11	Chain (13)	1d+4 cr (-4 to be Parried)
3	11	Club (13)	1d+3/1d cr
4	11	Knife (13)	1d cut/1d-1 imp
5	11	Bat (13)	1d+4 cr
6	11	Chain (13)	1d+4 cr (-4 to be Parried)
7	11	Club (13)	1d+3/1d cr
8	11	Knife (13)	1d cut/1d-1 imp
9	11	Bat (13)	1d+4 cr
10	11	Chain (13)	1d+4 cr (-4 to be Parried)
11	11	Club (13)	1d+3/1d cr
12	11	Knife (13)	1d cut/1d-1 imp

Lieutenant (Ed)

ST	14	Dodge	9	Punch	13	1d+1 cr
DX	13	Parry	11	Kick	11	1d+3 cr
IQ	11	Block		Chain	13	2d+2 cr
HT	12					(-4 to be Parried)
HP	12	HPT	yes			

Leader (Vance)

ST	13	Dodge	10	Punch	13	1d+1 cr
DX	14	Parry	11	Kick	13	1d+3 cr
IQ	12	Block		Knife	14	1d cut/1d-1 imp
HT	11					
HP	12	HPT	yes			

Strong Gang (Furies, Rogues, Riffs)

ST 14 **Dodge** 10 **Punch** 13 1d+1 cr
DX 13 **Parry** 11 **Kick** 13 1d+3 cr
IQ 11 **Block**
HT 12 **HPT** yes

	HP	Weapon	<i>sw/thr</i>
1	12	Bat (14)	2d+2 cr
2	12	Chain (14)	2d+2 cr (-4 to be Parried)
3	12	Club (14)	2d+1/1d+1 cr
4	12	Knife (14)	2d-2 cut/1d imp
5	12	Bat (14)	2d+2 cr
6	12	Chain (14)	2d+2 cr (-4 to be Parried)
7	12	Club (14)	2d+1/1d+1 cr
8	12	Knife (14)	2d-2 cut/1d imp
9	12	Bat (14)	2d+2 cr
10	12	Chain (14)	2d+2 cr (-4 to be Parried)
11	12	Club (14)	2d+1/1d+1 cr
12	12	Knife (14)	2d-2 cut/1d imp

Lieutenant (Thurman, Cropsy, Kincaid)

ST 16 **Dodge** 10 **Punch** 14 1d+1 cr
DX 13 **Parry** 12 **Kick** 14 1d+3 cr
IQ 11 **Block** **Bat** 14 2d+2 cr
HT 12 **Pistol** 12 2d pi+
HP 14 **HPT** yes

Leader (Cobb, Luther, Masai)

ST 15 **Dodge** 11 **Punch** 14 1d+2 cr
DX 14 **Parry** 12 **Kick** 14 1d+4 cr
IQ 13 **Block** **Knife** 14 1d+1 cut/1d imp
HT 12 **Pistol** 13 2d pi+
HP 14 **HPT** yes

Cops

ST	12	Dodge	10	Punch	12	1d cr
DX	12	Parry	10	Kick	10	1d+2 cr
IQ	10	Block				
HT	11	HPT	no			

	HP	Weapon	sw/thr
1	12	Pistol (12)	2d pi+
2	12	Club (13)	1d+3/1d cr
3	12		
4	12	<i>All cops have both Pistol and Club</i>	
5	12		
6	12		
7	12		
8	12		
9	12		
10	12		
11	12		
12	12		

Sergeant

ST	14	Dodge	10	Punch	13	1d+1 cr
DX	12	Parry	10	Kick	13	1d+3 cr
IQ	11	Block		Pistol	13	2d pi+
HT	12			Shotgun	12	1d+1 pi (+5 to hit, Rcl 1)
HP	14	HPT	yes	(<5 yards)		4d+4 (+0 to hit, 3 shots)

Lieutenant

ST	13	Dodge	10	Punch	13	1d+1 cr
DX	13	Parry	11	Kick	13	1d+3 cr
IQ	12	Block		Pistol	13	2d pi+
HT	12			Shotgun	12	1d+1 pi (+5 to hit, Rcl 1)
HP	14	HPT	yes	(<5 yards)		4d+4 (+0 to hit, 3 shots)



Life as a Warrior...

Code of Honor

- Whatever differences you and your gang brothers might have, you all share at least one thing in common -- the Warriors are the only ones in this miserable city who have always had your back, shown you respect, and helped put food on the table for you and yours. The gang is your family, the gang is your world. Everyone else is either...
- **Cops.** The biggest gang in the city, with 20,000 trigger-happy members all packing guns. Messing with cops gets you beaten, locked up, or killed, and brings heat to the rest of the gang. Try to avoid, if at all possible.
- **Other Gangs.** The Warriors are officially neutral (and do business) with the two gangs bordering Coney Island, the Saracens and the Moonrunners. They have long-standing feuds with the Destroyers and the Satan's Mothers. Any other gang is a potential Enemy or Ally, depending on circumstance.
- **Civilians.** Anyone not a cop or in another gang... doesn't really matter much. They are just the faceless herd you prey on to survive. Unless you're actively committing a crime against them, it's like they're not even there.

GURPS 4th Edition

- When rolling to accomplish anything, roll 3d6 -- the lower the result, the better.
 - A roll of **3** or **4** is always a critical success
 - A roll of **5** is a critical success if your effective skill is 15+
 - A roll of **6** is a critical success if your effective skill is 16+
 - A roll of **18** is always a critical failure
 - A roll of **17** is a critical failure if your effective skill is 15 or less
- **Luck.** Once per hour of *real time*, you may use your Luck to...
 - Make two more rolls after a bad roll and keep the best of the three, OR...
 - Force an enemy to do the same, but take the *worst* of the three, OR...
 - Reduce an injury you just received to a 1-point flesh wound
- If you are reduced to...
 - **4 or less** Hit Points, your Move and Dodge are reduced to half
 - **0 or less** Hit Points, you are in immediate danger of falling unconscious
 - **-1xHP or less** Hit Points, you are in immediate danger of death
 - **-5xHP or less** Hit Points, you are immediately dead

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two Melee attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

Ajax

Strength	ST 14	Well above average
Dexterity	DX 13	Above average
Intelligence	IQ 9	Low average
Health	HT 12	Above average



Personality: Hot-headed, reckless, and resistant to authority.

Favored Social Approach: Intimidation (or Streetwise).

Favored Weapon: Baseball bat. Can also use punches, kicks, chains, clubs, and knives. Unskilled with guns.

Unarmed Fighting Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: Daredevil. When taking an *unnecessary* risk, gain +1 to all skill rolls, and reroll any critical failures.



Swan

Strength	ST 12	Above average
Dexterity	DX 14	Well above average
Intelligence	IQ 12	Above average
Health	HT 11	Average



Personality: Cool under pressure, decisive, and loyal.

Favored Social Approach: Diplomacy (or Streetwise).

Favored Weapon: Switchblade knife. Can also use punches, kicks, bats, chains, and clubs. Unskilled with guns.

Unarmed Fighting Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

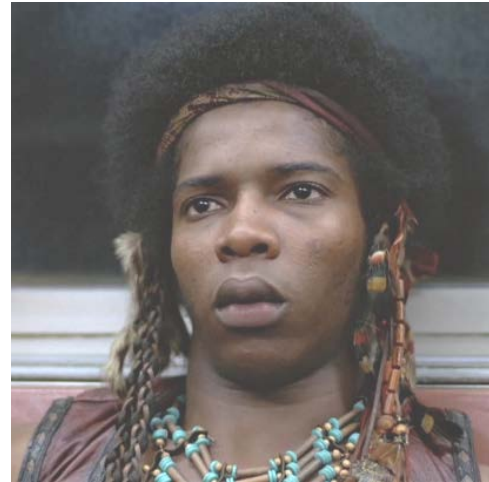
Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Traits: Blade Master (+3 damage with bladed weapons, already calculated on sheet), Charisma (bonuses to leading and interacting with others).



Cochise

Strength	ST 13	Above average
Dexterity	DX 14	Well above average
Intelligence	IQ 10	Average
Health	HT 12	Above average



Personality: Sociable, light-hearted, and resilient.

Favored Social Approach: Fast-Talk (Intimidation, Streetwise).

Favored Weapon: Chain. Can also use punches, kicks, bats, clubs, and knives. Unskilled with guns.

Unarmed Fighting Style: Karate, allowing you to Parry two *different* melee attacks per turn (whether armed or unarmed), one with each hand. Retreat gives a +3 to Parry instead of the usual +1.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: Absolute Direction. You can always tell which direction you are facing, giving a +3 to Navigation skill (already calculated on sheet).



Snow

Strength	ST 14	Well above average
Dexterity	DX 13	Above average
Intelligence	IQ 11	Average
Health	HT 11	Average



Personality: Steady, cautious, and fiercely loyal.

Favored Social Approach: Diplomacy (Intimidation, Streetwise).

Favored Weapon: Club. Can also use punches, kicks, bats, chains, and knives. Unskilled with guns.

Unarmed Fighting Style: Karate, allowing you to Parry two *different* melee attacks per turn (whether armed or unarmed), one with each hand. Retreat gives a +3 to Parry instead of the usual +1.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: Common Sense. The GM may caution you against actions that are particularly unwise or dangerous.



Vermin

Strength	ST 13	Above average
Dexterity	DX 13	Above average
Intelligence	IQ 10	Average
Health	HT 13	Above average



Personality: Cynical, but sociable and loyal.

Favored Social Approach: Streetwise (Fast-Talk, Intimidation).

Favored Weapon: Jack-of-All-Trades, equally skilled with all common melee weapons. Can also use punches and kicks. Unskilled with guns.

Unarmed Fighting Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but do successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Step, Change Posture, or Acrobatic Dodge. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: Jack-of-All-Trades. You are equally skilled with *all* common melee weapons: Bat, Chain, Club, and Knife.





Name: Ajax
Race: Human
Appearance:

Player: Ht: 6' 0" Wt: 150 Age: 20 Spent: 250
Unspent: 0

CHARACTER SHEET

ST 14 [40]	HP 14 [0]	Basic Speed 6.25 [0]
DX 13 [60]	Will 11 [10]	Basic Move 6 [0]
IQ 9 [-20]	Per 11 [10]	BL 39 lb (STxST)/5
HT 12* [20]	FP 12 [0]	Thr 1d Sw 2d

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 13*
Hearing 11	Fright Check 15†	High Jump 2.17 ft
Touch 11	Consciousness 13*	Broad Jump 3 yd

* +1 from 'Fit' † +2 from 'Combat Reflexes', +2 from 'Fearlessness'

HP 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -12

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	10	IQ+1	[2]
Bat (Two-Handed Axe/Mace) {p. B208}	15	DX+2	[8]
Parry: 11			
Brawling {p. B182}	15	DX+2	[4]
Parry: 11			
Chain (Kusari) {p. B209}	11	DX-2	[1]
Parry: 9			
Climbing {p. B183}	12	DX-1	[1]
Club (Broadsword) {p. B208}	12	DX-1	[1]
Parry: 10			
Colors (Heraldry) {p. B199}	10	IQ+1	[4]
Detect Lies {p. B187}	10	Per-1	[2]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	11	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	12	IQ+3	[8]
Gesture {p. B198}	10	IQ+1	[2]
Guns/TL8 (Pistol) {p. B198}	9	DX-4	[0]
Intimidation {p. B202}	13	Will+2	[8]
Knife {p. B208}	13	DX+0	[1]
Parry: 9			
Lockpicking/TL8 {p. B206}	10	IQ+1	[4]
Navigation/TL8 (Land) {p. B211}	10	IQ+1	[4]
Pickpocket {p. B213}	11	DX-2	[1]
Running {p. B218}	13	HT+1	[4]
Scrounging {p. B218}	11	Per+0	[1]
Search {p. B219}	12	Per+1	[4]
Shadowing {p. B219}	10	IQ+1	[4]
Stealth {p. B222}	12	DX-1	[1]
Streetwise {p. B223}	11	IQ+2	[8]
Throwing {p. B226}	13	DX+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

PARRY 11* Brawling	PARRY	BLOCK 8* DX	DODGE 10* None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Daredevil {p. B47}	[15]
Fearlessness 2 {p. B55}	[4]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Impulsiveness (12 or less) {p. B139}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[120]
Advantages, Perks	[64]
Disadvantages, Quirks	[-20]
Skills, Techniques	[86]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	15	11U	2d+2 cr	C,1	10	4	
Chain (Kusari)	11	7U	2d+2 cr	1-4*	11	4	[6]
Club (one hand): Swing	12	10	2d+1 cr	1	10	4	
Club (one hand): Thrust	12	10	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	13	9	2d-2 cut	C,1	6	4	
Switchblade (Knife): Thrust	13	9	1d imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Revolver (.38)	9	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
<i>Skill used: Guns (Pistol)</i>											
Switchblade (Knife): Thrown	13	1d imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											

Shots "T*": The weapon is a *thrown weapon*.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly¶
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.



Name: Cochise
Race: Human
Appearance:

Player: Spent: 250
Ht: 6' 1" Wt: 145 Age: 19 Unspent: 0

CHARACTER SHEET

ST 13 [30]	HP 13 [0]	Basic Speed 6.5 [0]
DX 14 [80]	Will 11 [5]	Basic Move 6 [0]
IQ 10 [0]	Per 11 [5]	BL 34 lb (STxST)/5
HT 12* [20]	FP 12 [0]	Thr 1d Sw 2d-1

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 11	Taste/Smell 11	Death Check 13*
Hearing 11	Fright Check 14†	High Jump 2.17 ft
Touch 11	Consciousness 13*	Broad Jump 3 yd

* +1 from 'Fit'

† +2 from 'Combat Reflexes', +1 from 'Fearlessness'

HP 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -12

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	11	IQ+1	[2]
Bat (Two-Handed Axe/Mace) {p. B208}	13	DX-1	[1]
Parry: 10			
Chain (Kusari) {p. B209}	15	DX+1	[8]
Parry: 11			
Climbing {p. B183}	13	DX-1	[1]
Club (Broadsword) {p. B208}	13	DX-1	[1]
Parry: 10			
Colors (Heraldry) {p. B199}	11	IQ+1	[4]
Detect Lies {p. B187}	11	Per+0	[4]
Fast-Draw (weapon) {p. B194}	15*	DX+1	[1]
Fast-Talk {p. B195}	12	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[4]
Gesture {p. B198}	11	IQ+1	[2]
Guns/TL8 (Pistol) {p. B198}	10	DX-4	[0]
Intimidation {p. B202}	11	Will+0	[2]
Karate {p. B203}	16	DX+2	[12]
Parry: 12			
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	10	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	13†	IQ+3	[2]
Pickpocket {p. B213}	12	DX-2	[1]
Running {p. B218}	12	HT+0	[2]
Scrounging {p. B218}	13	Per+2	[4]
Search {p. B219}	12	Per+1	[4]
Shadowing {p. B219}	11	IQ+1	[4]
Stealth {p. B222}	13	DX-1	[1]
Streetwise {p. B223}	11	IQ+1	[4]
Throwing {p. B226}	13	DX-1	[1]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			

* +1 from 'Combat Reflexes'

† +3 from 'Absolute Direction'

PARRY	PARRY	BLOCK	DODGE	OTHER
12*		9*	10*	
Karate		DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Absolute Direction {p. B34}	[5]
Combat Reflexes {p. B43}	[15]
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Sense of Duty (The Warriors; Large Group) {p. B153}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[52]
Disadvantages, Quirks	[-20]
Skills, Techniques	[78]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	14	-	1d-1 cr	C	-	-	
Karate: Punch	16	12	1d+1 cr	C	-	-	
Karate: Kick	14	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	13	10U	2d+1 cr	C,1	10	4	
Chain (Kusari)	15	9U	2d+1 cr	1-4*	11	4	[6]
Club (one hand): Swing	13	10	2d cr	1	10	4	
Club (one hand): Thrust	13	10	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	14	10	2d-3 cut	C,1	6	4	
Switchblade (Knife): Thrust	14	10	1d imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Revolver (.38)	10	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
<small>Skill used: Guns (Pistol)</small>											
Switchblade (Knife): Thrown	13	1d imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
<small>Skill used: Throwing</small>											

Shots "T*": The weapon is a *thrown weapon*.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
<small>* Cond. +2 from 'Sense of Duty (The Warriors)' when in dangerous situations if Sense of Duty is known</small>	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

* Takes 2 seconds to complete † Double with a running start
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt. Dmg.	1	2-3	4-7
	1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.



Name: Snow
Race: Human
Appearance:

Player: Ht: 5' 11" Wt: 135 Age: 20 Spent: 250
Unspent: 0

CHARACTER SHEET

ST 14 [40]	HP 14 [0]	Basic Speed 6 [0]
DX 13 [60]	Will 12 [5]	Basic Move 6 [0]
IQ 11 [20]	Per 12 [5]	BL 39 lb (STxST)/5
HT 11* [10]	FP 11 [0]	Thr 1d Sw 2d

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 12*
Hearing 12	Fright Check 15†	High Jump 2.17 ft
Touch 12	Consciousness 12*	Broad Jump 3 yd

* +1 from 'Fit'

† +2 from 'Combat Reflexes', +1 from 'Fearlessness'

HP 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -11

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	13	IQ+2	[4]
Bat (Two-Handed Axe/Mace) {p. B208}	12	DX-1	[1]
Parry: 10			
Chain (Kusari) {p. B209}	11	DX-2	[1]
Parry: 9			
Climbing {p. B183}	12	DX-1	[1]
Club (Broadsword) {p. B208}	15	DX+2	[8]
Parry: 11			
Colors (Heraldry) {p. B199}	13	IQ+2	[8]
Detect Lies {p. B187}	12	Per+0	[4]
Diplomacy {p. B187}	11	IQ+0	[4]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
First Aid/TL8 (Human) {p. B195}	12	IQ+1	[2]
Gesture {p. B198}	11	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	9	DX-4	[0]
Intimidation {p. B202}	11	Will-1	[1]
Karate {p. B203}	15	DX+2	[12]
Parry: 11			
Knife {p. B208}	13	DX+0	[1]
Parry: 9			
Leadership {p. B204}	11	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	12	IQ+1	[4]
Pickpocket {p. B213}	11	DX-2	[1]
Running {p. B218}	11	HT+0	[2]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	12	Per+0	[2]
Shadowing {p. B219}	10	IQ-1	[1]
Stealth {p. B222}	12	DX-1	[1]
Streetwise {p. B223}	12	IQ+1	[4]
Throwing {p. B226}	14	DX+1	[4]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

PARRY	PARRY	BLOCK	DODGE	OTHER
11*		8*	10*	
Karate		DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Common Sense {p. B43}	[10]
Roll to avoid stupidity: 11 (IQ)	
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Sense of Duty (The Warriors; Large Group) {p. B153}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[57]
Disadvantages, Quirks	[-20]
Skills, Techniques	[73]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	-	1d-1 cr	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	13	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	12	10U	2d+2 cr	C,1	10	4	
Chain (Kusari)	11	7U	2d+2 cr	1-4*	11	4	[6]
Club (one hand): Swing	15	11	2d+1 cr	1	10	4	
Club (one hand): Thrust	15	11	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	13	9	2d-2 cut	C,1	6	4	
Switchblade (Knife): Thrust	13	9	1d imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Molotov Cocktail	14	spec. (1 yd.)	-	49 yd	-	-	-	-	-	3	[1,3]
<i>Skill used: Throwing</i>											
Revolver (.38)	9	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
<i>Skill used: Guns (Pistol)</i>											
Switchblade (Knife): Thrown	14	1d imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											

Shots "T": The weapon is a *thrown weapon*.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*
* Cond. +2 from 'Sense of Duty (The Warriors)' when in dangerous situations if Sense of Duty is known	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt. Dmg.	1	2-3	4-7
	1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.



Name: Swan
Race: Human
Appearance:

Player: Ht: 5' 11" Wt: 130 Age: 19 Spent: 250
Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 13 [2]	Basic Speed 6.25 [0]
DX 14 [80]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 12 [0]	BL 29 lb (STxST)/5
HT 11* [10]	FP 11 [0]	Thr 1d-1 Sw 1d+2

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 12*
Hearing 12	Fright Check 15†	High Jump 2.17 ft
Touch 12	Consciousness 12*	Broad Jump 3 yd

* +1 from 'Fit' † +2 from 'Combat Reflexes', +1 from 'Fearlessness'

HP 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -11

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	13	IQ+1	[2]
Bat (Two-Handed Axe/Mace) {p. B208}	13	DX-1	[1]
Parry: 10			
Brawling {p. B182}	16	DX+2	[4]
Parry: 12			
Chain (Kusari) {p. B209}	12	DX-2	[1]
Parry: 10			
Climbing {p. B183}	14	DX+0	[2]
Club (Broadsword) {p. B208}	13	DX-1	[1]
Parry: 10			
Colors (Heraldry) {p. B199}	13	IQ+1	[4]
Detect Lies {p. B187}	12	Per+0	[4]
Diplomacy {p. B187}	12*	IQ+0	[4]
Fast-Draw (weapon) {p. B194}	15†	DX+1	[1]
First Aid/TL8 (Human) {p. B195}	13	IQ+1	[2]
Gesture {p. B198}	12	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	10	DX-4	[0]
Knife {p. B208}	16	DX+2	[4]
Parry: 11			
Leadership {p. B204}	13‡	IQ+1	[2]
Navigation/TL8 (Land) {p. B211}	12	IQ+0	[2]
Pickpocket {p. B213}	12	DX-2	[1]
Running {p. B218}	12	HT+1	[4]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	13	Per+1	[4]
Shadowing {p. B219}	12	IQ+0	[2]
Stealth {p. B222}	13	DX-1	[1]
Streetwise {p. B223}	12*	IQ+0	[2]
Throwing {p. B226}	15	DX+1	[4]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			

* Cond. +1 from 'Charisma' † +1 from 'Combat Reflexes' ‡ +1 from 'Charisma' when making Influence rolls

PARRY 12* Brawling	PARRY	BLOCK 9* DX	DODGE 10* None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Blade Master (+3 bladed damage)	[10]
Charisma 1 {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Sense of Duty (The Warriors; Large Group) {p. B153}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[152]
Advantages, Perks	[62]
Disadvantages, Quirks	[-20]
Skills, Techniques	[56]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-1 cr	C	-	-	
Brawling: Bite	16	-	1d-1 cr	C	-	-	
Brawling: Kick	14	-	1d cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	13	10U	1d+4 cr	C,1	10	4	
Chain (Kusari)	12	8U	1d+4 cr	1-4*	11	4	[6]
Club (one hand): Swing	13	10	1d+3 cr	1	10	4	
Club (one hand): Thrust	13	10	1d cr	1	10	4	
Switchblade (Knife): Swing	16	11	1d+3 cut	C,1	6	4	
Switchblade (Knife): Thrust	16	11	1d+2 imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Revolver (.38) <i>Skill used: Guns (Pistol)</i>	10	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
Switchblade (Knife): Thrown <i>Skill used: Throwing</i>	15	1d+2 imp	-	10 yd / 18 yd	1	T(1)	6	-2	-	4	

Shots "T*": The weapon is a *thrown weapon*.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+1*
* +1 from 'Charisma', Cond. +2 from 'Sense of Duty (The Warriors)' when in dangerous situations if Sense of Duty is known	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt. Dmg.	1	2-3	4-7
	1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.



Name: Vermin
Race: Human
Appearance:

Player: Ht: 5' 11" Wt: 135 Age: 20 Spent: 250
Unspent: 0

CHARACTER SHEET

ST 13 [30]	HP 13 [0]	Basic Speed 6.25 [-5]
DX 13 [60]	Will 11 [5]	Basic Move 6 [0]
IQ 10 [0]	Per 12 [10]	BL 34 lb (STxST)/5
HT 13* [30]	FP 13 [0]	Thr 1d Sw 2d-1

* Cond. +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 14†	High Jump 2.17 ft
Touch 12	Consciousness 14*	Broad Jump 3 yd

* +1 from 'Fit' † +2 from 'Combat Reflexes', +1 from 'Fearlessness'

HP 4, 0, -13, -26, -39, -52, -65 **FP** 4, 0, -13

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (New York) {p. B176}	13	IQ+3	[8]
Bat (Two-Handed Axe/Mace) {p. B208}	14	DX+1	[4]
Parry: 11			
Brawling {p. B182}	15	DX+2	[4]
Parry: 11			
Chain (Kusari) {p. B209}	14	DX+1	[8]
Parry: 11			
Climbing {p. B183}	13	DX+0	[2]
Club (Broadsword) {p. B208}	14	DX+1	[4]
Parry: 11			
Colors (Heraldry) {p. B199}	11	IQ+1	[4]
Detect Lies {p. B187}	11	Per-1	[2]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	11	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	13	IQ+3	[8]
Gesture {p. B198}	10	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	9	DX-4	[0]
Intimidation {p. B202}	11	Will+0	[2]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Lockpicking/TL8 {p. B206}	10	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	12	IQ+2	[8]
Pickpocket {p. B213}	11	DX-2	[1]
Running {p. B218}	12	HT-1	[1]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	14	Per+2	[8]
Shadowing {p. B219}	11	IQ+1	[4]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	12	IQ+2	[8]
Throwing {p. B226}	13	DX+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

PARRY 11* Brawling	PARRY	BLOCK 8* DX	DODGE 10* None	OTHER
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Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (The Warriors) {p. B127}	[-5]
Impulsiveness (12 or less) {p. B139}	[-10]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[130]
Advantages, Perks	[47]
Disadvantages, Quirks	[-20]
Skills, Techniques	[93]
Total Points Spent:	250
Unspent Points:	0

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bat	15	11U	2d+1 cr	C,1	10	4	
Chain (Kusari)	11	7U	2d+1 cr	1-4*	11	4	[6]
Club (one hand): Swing	12	10	2d cr	1	10	4	
Club (one hand): Thrust	12	10	1d+1 cr	1	10	4	
Switchblade (Knife): Swing	14	10	2d-3 cut	C,1	6	4	
Switchblade (Knife): Thrust	14	10	1d imp	C	6	4	[1]

Reach "***": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
 Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Revolver (.38) <i>Skill used: Guns (Pistol)</i>	9	2d pi+	1	125 yd / 1500 yd	3	6(3)	8	-1	2	3	
Switchblade (Knife): Thrown <i>Skill used: Throwing</i>	13	1d imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	

Shots "T*": The weapon is a *thrown weapon*.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly¶
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.



GM Control Sheet

Printed: 8/22/2015

Character Order: GCA default (tab order), Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Ajax	+0 / +0	14	13	9	12	11	11	6.25	6	10	0	14	12
Cochise	+0 / +0	13	14	10	12	11	11	6.5	6	10	0	13	12
Snow	+0 / +0	14	13	11	11	12	12	6	6	10	0	14	11
Swan	+1 / +1	12	14	12	11	12	12	6.25	6	10	0	13	11
Vermin	+0 / +0	13	13	10	13	11	12	6.25	6	10	0	13	13

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Ajax										
Bat	15	11U	2d+2 cr	—	C,1	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+2 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	12	10	2d+1 cr	—	1	—	—	—	—	
Club (one hand): Thrust	12	10	1d+1 cr	—	1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	13	9	2d-2 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	13	9	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Cochise										
Bat	13	10U	2d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	15	9U	2d+1 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	13	10	2d cr	—	1	—	—	—	—	
Club (one hand): Thrust	13	10	1d+1 cr	—	1	—	—	—	—	
Karate: Punch	16	12	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	14	—	1d+2 cr	—	C,1	—	—	—	—	
Revolver (.38)	10	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	14	10	2d-3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	14	10	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	10 / 20	1	T(1)	-2	—	
Snow										
Bat	12	10U	2d+2 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+2 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	15	11	2d+1 cr	—	1	—	—	—	—	
Club (one hand): Thrust	15	11	1d+1 cr	—	1	—	—	—	—	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	13	9	2d-2 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	13	9	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	14	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Swan										
Bat	13	10U	1d+4 cr	—	C,1	—	—	—	—	
Brawling: Punch	16	12	1d-1 cr	—	C	—	—	—	—	
Brawling: Bite	16	—	1d-1 cr	—	C	—	—	—	—	
Brawling: Kick	14	—	1d cr	—	C,1	—	—	—	—	
Chain (Kusari)	12	8U	1d+4 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	13	10	1d+3 cr	—	1	—	—	—	—	
Club (one hand): Thrust	13	10	1d cr	—	1	—	—	—	—	
Revolver (.38)	10	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	16	11	1d+3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	16	11	1d+2 imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	15	—	1d+2 imp	—	10 / 18	1	T(1)	-2	—	
Vermin										
Bat	15	11U	2d+1 cr	—	C,1	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+1 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	12	10	2d cr	—	1	—	—	—	—	
Club (one hand): Thrust	12	10	1d+1 cr	—	1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Vermin										
Switchblade (Knife): Swing	14	10	2d-3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	14	10	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	10/20	1	1(1)	-2	—	

NOTABLE ADVANTAGES / DISADVANTAGES

Ajax
Code of Honor (The Warriors)
Combat Reflexes
Daredevil
Fearlessness 2
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Impulsiveness (12 or less)
Luck
Cochise
Absolute Direction
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Snow
Code of Honor (The Warriors)
Combat Reflexes
Common Sense
Roll to avoid stupidity: 11 (IQ)
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Swan
Blade Master (+3 bladed damage)
Charisma 1
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Vermin
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Impulsiveness (12 or less)
Luck

NOTABLE SKILLS / SPELLS

Ajax		
Area Knowledge (New York)	10	IQ+1
Bat (Two-Handed Axe/Mace)	15	DX+2
Brawling	15	DX+2
Chain (Kusari)	11	DX-2
Climbing	12	DX-1

NOTABLE SKILLS / SPELLS

Ajax		
Club (Broadsword)	12	DX-1
Colors (Heraldry)	10	IQ+1
Detect Lies	10	Per-1
Fast-Draw (weapon)	14	DX+1
Fast-Talk	11	IQ+2
First Aid (Human)	12	IQ+3
Gesture	10	IQ+1
Guns (Pistol)	9	DX-4
Intimidation	13	Will+2
Knife	13	DX+0
Lockpicking	10	IQ+1
Navigation (Land)	10	IQ+1
Pickpocket	11	DX-2
Running	13	HT+1
Scrounging	11	Per+0
Search	12	Per+1
Shadowing	10	IQ+1
Stealth	12	DX-1
Streetwise	11	IQ+2
Throwing	13	DX+0
Wrestling	13	DX+0
Cochise		
Area Knowledge (New York)	11	IQ+1
Bat (Two-Handed Axe/Mace)	13	DX-1
Chain (Kusari)	15	DX+1
Climbing	13	DX-1
Club (Broadsword)	13	DX-1
Colors (Heraldry)	11	IQ+1
Detect Lies	11	Per+0
Fast-Draw (weapon)	15	DX+1
Fast-Talk	12	IQ+2
First Aid (Human)	12	IQ+2
Gesture	11	IQ+1
Guns (Pistol)	10	DX-4
Intimidation	11	Will+0
Karate	16	DX+2
Knife	14	DX+0
Leadership	10	IQ+0
Navigation (Land)	13	IQ+3
Pickpocket	12	DX-2
Running	12	HT+0
Scrounging	13	Per+2
Search	12	Per+1
Shadowing	11	IQ+1
Stealth	13	DX-1
Streetwise	11	IQ+1
Throwing	13	DX-1
Wrestling	14	DX+0
Snow		
Area Knowledge (New York)	13	IQ+2
Bat (Two-Handed Axe/Mace)	12	DX-1
Chain (Kusari)	11	DX-2
Climbing	12	DX-1
Club (Broadsword)	15	DX+2
Colors (Heraldry)	13	IQ+2
Detect Lies	12	Per+0
Diplomacy	11	IQ+0

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Ajax

HP				0 HP				-1×HP				-2×HP				-3×HP				-4×HP									
14	13	12	11	10	0	-1	-2	-3	-4	14	15	16	17	18	28	29	30	31	32	42	43	44	45	46	56	57	58	59	60
9	8	7	6	5	-5	-6	-7	-8	-9	19	20	21	22	23	33	34	35	36	37	47	48	49	50	51	61	62	63	64	65
4	3	2	1		-10	-11	-12	-13		24	25	26	27		38	39	40	41		52	53	54	55		66	67	68	69	

FP											0 FP												
12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

Cochise

HP				0 HP				-1×HP				-2×HP				-3×HP				-4×HP									
13	12	11	10	9	0	-1	-2	-3	-4	13	14	15	16	17	26	27	28	29	30	39	40	41	42	43	52	53	54	55	56
8	7	6	5	4	-5	-6	-7	-8	-9	18	19	20	21	22	31	32	33	34	35	44	45	46	47	48	57	58	59	60	61
3	2	1			-10	-11	-12			23	24	25			36	37	38			49	50	51			62	63	64		

FP											0 FP												
12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

Snow

HP				0 HP				-1×HP				-2×HP				-3×HP				-4×HP									
14	13	12	11	10	0	-1	-2	-3	-4	14	15	16	17	18	28	29	30	31	32	42	43	44	45	46	56	57	58	59	60
9	8	7	6	5	-5	-6	-7	-8	-9	19	20	21	22	23	33	34	35	36	37	47	48	49	50	51	61	62	63	64	65
4	3	2	1		-10	-11	-12	-13		24	25	26	27		38	39	40	41		52	53	54	55		66	67	68	69	

FP											0 FP											
11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

Swan

HP				0 HP				-1×HP				-2×HP				-3×HP				-4×HP									
13	12	11	10	9	0	-1	-2	-3	-4	13	14	15	16	17	26	27	28	29	30	39	40	41	42	43	52	53	54	55	56
8	7	6	5	4	-5	-6	-7	-8	-9	18	19	20	21	22	31	32	33	34	35	44	45	46	47	48	57	58	59	60	61
3	2	1			-10	-11	-12			23	24	25			36	37	38			49	50	51			62	63	64		

FP											0 FP											
11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

Vermin

HP				0 HP				-1×HP				-2×HP				-3×HP				-4×HP									
13	12	11	10	9	0	-1	-2	-3	-4	13	14	15	16	17	26	27	28	29	30	39	40	41	42	43	52	53	54	55	56
8	7	6	5	4	-5	-6	-7	-8	-9	18	19	20	21	22	31	32	33	34	35	44	45	46	47	48	57	58	59	60	61
3	2	1			-10	-11	-12			23	24	25			36	37	38			49	50	51			62	63	64		

FP											0 FP														
13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

Ajax

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Cochise

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Snow

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Swan

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Vermin

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP	0 FP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12



Ajax



Swan




Cochise





Snow




Vermin

	AJAX	AJAX	
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	SWAN	SWAN	
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	COCHISE	COCHISE	
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	SNOW	SNOW	
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