



## Appearance

## Background

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### Supplies, Currency, and Inventory

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### Body Armor

Type	AV	Head	Chest/Abd	Worn (check)
Flak Jacket	1	No	Yes	<input type="checkbox"/>
Kevlar Vest	1	No	Yes	<input type="checkbox"/>
Steel Helmet	1	1-3	No	<input type="checkbox"/>
Kevlar Helmet	1	1-4	No	<input type="checkbox"/>

### Melee Weapons

Weapon		
Range	Hit Mod	Damage

Weapon		
Range	Hit Mod	Damage

### Ammo Counters

Low Capacity Full Mags x \_\_\_\_

High Capacity Full Mags x \_\_\_\_

### Human/Animal Hit Location

Roll	Biped	Quadruped
1	Head	Head
2	Right Arm	Forequarter
3	Left Arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right Leg	Abdomen
8	Right Leg	Hindquarter
9	Left Leg	Hindquarter
10	Left Leg	Hindquarter

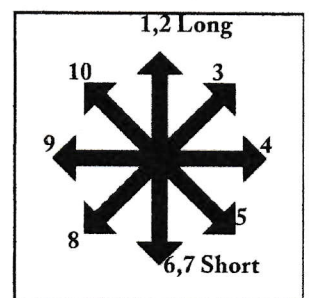
### Difficulty Table

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x1/2
Impossible	x1/4

**Human movement**  
Crawl/Walk/Trot/Run  
2/10/20/30

**Penetrating Damage**  
= Damage - (AV x Pen)

### Scatter Diagram



### Firing Range Difficulties

Range	Aimed	Quick
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

### Automatic Fire Lost Shots

Burst Size	Dice lost	
	Per Range Beyond Short	Per Point of Recoil
3	1	1
5	2	1
10	3	2

### Notes

Biped Table Assumes front/rear  
 Side Shot: Far side hit equals near side hit  
 Prone Biped: Table assumes top shot  
 Side Shot: Far side hit equals near side hit  
 Front Shot: Leg or abdomen hit equals miss  
 Rear Shot: Head, arm, or chest hit equals miss  
 Quadruped Table assumes side shot  
 Side Shot: Hindquarters or abdomen hit equals miss  
 Rear Shot: Head or forequarters hit equals miss

### Fragmentation Attack Table

Burst Radius	Range	1d6 Hits	1 Hit	0 Hits	Damage	Pen
Primary	1xBurst	1-3	4-6	7-10	2d6	1
Secondary	2xBurst	1-2	3-4	5-10	1d6	N/A