









Name _____ Rep

Player _____

STAT	START	CUR	TEMP
INT			
TEK			
REF			
COOL			
LUK			
ATT			
EMP			
MA			
BOD			
STR			

Initiative	_____	Stress	_____	
BTM	_____	Fresh	0	+1 on Cool checks
Save	_____	Normal	1/2 CL	Everything normal
HTH Damage	_____	Anxious	Cool	-1 CL, Insomnia
Lift	_____	Tense	2x Cool	-2 CL, -1 all checks
Carry	_____	Stressed	3x Cool	-3 CL, -2 all checks
Run	_____	Cracked	4x Cool	-5 CL, -3 all checks
Jump	_____	Stresses	_____	
Encumbrance	_____			

Humanity Loss	_____
Alienation	_____
Egotism	_____
Obsession	_____
Paranoia	_____


Light	Serious
No effects 	-1 stun, -2 stats 
Critical -2 stun, 1/2 stats 	Mortal 0 -3 stun, 1/3 stats 
Mortal 1 -4 stun, 1/3 stats 	Mortal 2 -5 stun, 1/3 stats 
Mortal 3 -6 stun, 1/3 stats 	Mortal 4 -7 stun, 1/3 stats 
Wound penalties affect INT, REF, COO & MA	

Location	Die	S.P.
Head	3-5	_____
R Hand	6	_____
L Hand	6	_____
R Arm	7-8	_____
L Arm	7-8	_____
R Shoulder	9	_____
L Shoulder	9	_____
Chest	10-11	_____
Stomach	12	_____
Vitals	13	_____
R Thigh	14	_____
L Thigh	14	_____
R Leg	15-16	_____
L Leg	15-16	_____
R Foot	17-18	_____
L Foot	17-18	_____

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Martial Art	Punch	Kick	Sweep	Disarm	Block
Escape	Throw	Grapple	Dodge	Hold	Special
Choke					

Physical Description	
Race:	_____
Age:	_____
Sex:	_____
Height:	_____
Weight:	_____
Skin Tone:	_____
Hair Style:	_____
Hair Colour:	_____
Eyes:	_____
Other Physical Traits / Description	

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Illustration

Over the Top Firearms Record Sheets

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	Type	Accuracy	Conceal	Availability	Caliber	Ammo	Rate of Fire	Range	Reliability
Vital Stats									

Ranges & Difficulties		
Range	Distance	Dif.
Point Blank	< 2 m	
Short		15
Medium		20
Long		25
Extreme		30

Barrel Mount
Top Mount
Bottom Mount
Side Mount
Stock Type
Grip Type
Accessory
Finish

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Ranges & Difficulties		
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Ammo Type	Damage	SP	Trauma	Full Clips	Empty Clips	Loose	Rounds in Clip	Special Notes

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Detailed Vehicle Record Sheets

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Special Equipment

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