

NAME

CONCEPT

OCCUPATION

APPEARANCE

AGE

HEIGHT

WEIGHT

RACE

INTERFACE
ZERO

TRAITS & SKILLS

AGILITY

BOATING

DRIVING

FIGHTING

LOCKPICKING

PILOTING

SHOOTING

STEALTH

THROWING

SMARTS

GAMBLING

HACKING

HEALING

HYPER COMBAT

INVESTIGATION

KN

KN

KN

NOTICE

REPAIR

STREETWISE
+Charisma

SURVIVAL

TAUNT

TRACKING

SPIRIT

INTIMIDATION

PERSUASION
+Charisma

STRENGTH

VIGOR

ATHLETICS

DERIVED STATS

BASEMODTOTAL

PACE

RUNNING
-2 penalty on actions

CHARISMA0

PARRY
2+ 1/2 Fighting

LANGUAGES

+

=

=

=

BASE TOUGHNESS

TORSO PROTECTION

HEAD PROTECTION

ARMS PROTECTION

LEGS PROTECTION

2+ 1/2 Vigor

HEALTH

WOUNDS

MOD

-1-2-3

INC

-3-2-1

FATIGUE

PERMANENT INJURIES

Shaken: Damage 0-3 points over Toughness. On their Action: must roll Spirit. Failure = Still shaken, only free actions allowed. Success or Raise = complete recovery.
Wound: Every raise (every 4 points over Toughness) causes a wound. Roll once on Injury Table (Gritty Damage option). Each wound = 1 cumulative penalty to Pace and all Trait tests.
Incapacitation: Roll Vigor: 1 or less = death. Failure = Roll on Injury Table (p 78) - dmg is permanent and you are bleeding out. Success or raise = Roll on Injury Table.
Bonus damage: A raise on an attack roll adds +1d6 damage.

XP

ADVANCES

NOVICE

SEASONED

VETERAN

HEROIC

LEGENDARY

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

120

ADVANCE

EDGES

HINDRANCES

WEAPONS & COMBAT

WEAPON OR TYPE OF ATTACK	RANGE	S/M/L	DAMAGE	RoF	WEIGHT	SHOTS	AP	NOTES
	/	/						
	/	/						
	/	/						
	/	/						
	/	/						

ACTIONS

SITUATIONS

Aim +2 next round if you don't move. No more Actions | Automatic Fire -2; roll dice equal to RoF + Wild Dice | Called Shots Limb (-2; may disarm), Head or Vitals (-4; +4 dmg), Small Target (-4), Tiny Target (-6) | Defend +2 Parry. No more Actions | Disarm -2 (Called Shot); defender rolls Str vs. dmg or drops weapon | Double Tap/3 Round Burst +1/+2 att and dmg | Full Defense Fighting Roll is Parry (never less than Parry); no movement, no more Actions | Grappling Opposed Fighting roll; raise = Shaken; on subsequent rounds, foe rolls opposed Str. or Agility to escape. Success = free, Raise = free and take action | Push Opposed Str roll. Success = bash or knocked prone | Suppressive Fire Success = targets in Med Burst Template make a Spirit roll or be Shaken; 1 = regular damage | Test of Will Opposed Roll Taunt vs. Smarts or Intimidate vs. Spirit; success = +2 next action against defender; raise = defender is also Shaken | Trick Opposed Agility or Smarts roll; success = defender -2 Parry until next rnd; raise = also Shaken | Wild Attack +2; +2 dmg; -2 Parry | Withdrawing Adjacent foes get one free attack each.

Breaking Things See obstacle toughness table (p 85). Parry 2. No bonus dmg or Aces | Cover Light -1, Medium -2, Heavy -4 | Darkness Dim -1, Dark -2 and not visible beyond 10", Pitch black -4 | The Drop +4 attack and damage | Firing into Melee See Innocent Bystanders | Ganging Up +1 per additional attacker; maximum of +4 | Improvised Weapon -1 attack -1 parry, damage S/Str+d4, M/Str+d6, L/Str+d8 | Innocent Bystanders A 1 on Shooting hits random, non-adjacent target; (1 or 2 for Auto weapons/Shotguns) | Off-hand attack -2 | Prone As medium cover (-2). Prone defenders are -2 Fighting and Parry | Ranged weapon in melee Only handguns. TN = defenders Parry | Two Weapons -2; additional -2 for off-hand if not ambidextrous | Unarmed Defender Armed attacker get +2 Fighting | Unstable platform -2.

AMMO

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INTERFACE ZERO

A character sheet by Jar-Stian Olsen - jarstian@gmail.com

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WT LIMITS IN POUNDS				
PENALTY (Agility/Strength rolls/skills)	0 -> Str x 5	-1 -> Str x 10	-2 -> Str x 15	-3 -> Str x 20

NAME / EFFECT / GRADE	STRAIN
TOTAL STRAIN	<div style="border: 1px solid black; width: 60px; height: 40px;"></div>

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