

Rap Sheet

Character Name:

Profession: _____

Height: _____

Weight: _____

Age: _____

Cash:

Eyes: _____

Hair: _____

Gender: _____

Morality: _____

Skill Points: _____

Rep: _____

Wealth:

Agility

Psyche

Stealth

Flaws

Strength

Driving

Prime

Movement: ____
Max HP: ____
Current HP

Health

Flying

Perks

Intellect

Shooting

Gear

Total Weight:

Rap Sheet

WEAPONS

NAME	TYPE	ACC	DMG	FR	TD	RANGE	WEIGHT	COST

VEHICLES

MAKE/MODEL	TYPE	TS	SF	ACL	DEF	HP	HND	PSG	REP

INJURY TABLE

2d6	Location	0	-1 and -2	-3 and -4	-5 and -6	-7 and -8	-9 and -10	-11 or lower
2	Foot	12-Balance or fall prone	-1 Agility, 12-Balance or fall prone	-2 Agility, 12-Balance or fall prone	-3 Agility, 12-Balance or fall prone	-4 Agility, 12-Balance or fall prone, foot broken (useless)	-5 Agility and fall prone, foot destroyed, missing foot flaw	Bleed Out: Roll 12-Stabilize every round or die. -5 Agility and fall prone, foot destroyed, missing foot flaw.
3	Head	Stunned, 12-Intellect or skip turn	-1 Intellect, 12-Intellect or skip turn	-2 Intellect, 12-Intellect or skip turn	-3 Intellect, 12-Still Standing or fall unconscious for d6 minutes	-4 Intellect, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Intellect and fall unconscious for 2d6 hours	Brain destroyed. Instant death.
4	Arm	12-Agility or drop held object (if any)	-1 Agility, 12-Agility or drop held object (if any)	-2 Agility, 12-Agility or drop held object (if any)	-3 Agility, 12-Agility or drop held object (if any)	-4 Agility and drop held object, arm broken (useless)	-5 Agility and drop held object. Arm broken (useless)	Bleed Out: Roll 12-Stabilize every round or die. -10 Agility and drop held object. Arm destroyed, missing limb flaw.
5	Back	-1 Health	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or skip turn	-4 Health, 12-Still Standing or fall unconscious for d6 minutes	-5 Health, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Health and fall unconscious for 2d6 hours, Recurring Injury flaw	Internal Bleeding: Roll 17-Stabilize every round or die. -10 Health and fall unconscious until healed, Recurring Injury Flaw.
6	Chest	-1 Health	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or skip turn	-4 Health, 12-Still Standing or fall unconscious for d6 minutes	-5 Health, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Health and fall unconscious for 2d6 hours, Recurring Injury flaw	Heart destroyed. Instant death.
7	Chest	-1 Health	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or skip turn	-4 Health, 12-Still Standing or fall unconscious for d6 minutes	-5 Health, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Health and fall unconscious for 2d6 hours, Recurring Injury flaw	Heart destroyed. Instant death.
8	Chest	-1 Health	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or skip turn	-4 Health, 12-Still Standing or fall unconscious for d6 minutes	-5 Health, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Health and fall unconscious for 2d6 hours, Recurring Injury flaw	Heart destroyed. Instant death.
9	Stomach	-1 Health	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or skip turn	-4 Health, 12-Still Standing or fall unconscious for d6 minutes	-5 Health, 12-Still Standing or fall unconscious for 2d6 minutes	-5 Health and fall unconscious for 2d6 hours, Recurring Injury flaw	Internal Bleeding: Roll 17-Stabilize every round or die. -10 Health and fall unconscious until healed, Recurring Injury Flaw.
10	Leg	12-Balance or fall prone	-1 Agility, 12-Balance or fall prone	-2 Agility, 12-Balance or fall prone	-3 Agility, 12-Balance or fall prone	-4 Agility, 12-Balance or fall prone, leg broken (useless)	-5 Agility and fall prone, leg destroyed, missing foot flaw	Bleed Out: Roll 12-Stabilize every round or die. -10 Agility and fall prone, leg destroyed, missing limb flaw.
11	Neck	Stunned, 12-Still Standing or skip turn	-1 Health, 12-Still Standing or skip turn	-2 Health, 12-Still Standing or skip turn	-3 Health, 12-Still Standing or fall prone and can only crawl until healed	-4 Health, 12-Still Standing or fall prone and take no actions until healed	Bleed Out: Roll 20-Stabilize every round or die. -5 Health and fall prone. Take no actions until healed.	Throat destroyed. Instant death.
12	Hand	12-Agility or drop held object (if any)	-1 Agility, 12-Agility or drop held object (if any)	-2 Agility, 12-Agility or drop held object (if any)	-3 Agility, 12-Agility or drop held object (if any)	-4 Agility and drop held object, hand broken (useless)	-5 Agility and drop held object, hand destroyed, missing hand flaw	Bleed Out: Roll 12-Stabilize every round or die. -5 Agility and drop held object, hand destroyed, missing hand flaw