

Rap Sheet

Character Name:

Profession: _____

Height: _____

Weight: _____

Age: _____

Cash:

Eyes: _____

Hair: _____

Gender: _____

Wealth:

Morality: _____

Skill Points: _____

Background: _____

Reputation: _____

Flaws

Defense: _____

Move: _____

Max HP: _____

DR: _____

Current HP

STAT BONUS

_____ **Agility**

___ Allies (PSY)

___ Defense Bonus (AGI)

___ Jumping (STR)

___ Safecracking (INT)

___ Appraise (INT)

___ Detect Lie (PSY)

___ Knockout (STE)

___ Scuba Diving (AGI)

___ Assault Rifle (SHO)

___ Disarm (AGI)

___ Knot Tying (AGI)

___ Sedans (DRI)

_____ **Strength**

___ Athletics (HEA)

___ Disguise (PSY)

___ Languages (INT)

___ Seduction (PSY)

___ Attractiveness (HEA)

___ Dodge (AGI)

___ Law (INT)

___ Sense of Smell (HEA)

___ Backstab (STE)

___ Dual Wield (SHO)

___ Leadership (PSY)

___ Shotguns (SHO)

_____ **Health**

___ Balance (AGI)

___ Electronics (INT)

___ Lockpicking (INT)

___ Skydiving (AGI)

___ Begging (PSY)

___ Emergency Vehicles (DRI)

___ Machine Guns (SHO)

___ Sleight-of-hand (STE)

___ Bicycles (DRI)

___ Escape (AGI)

___ Manipulation (PSY)

___ Small Jets (FLY)

_____ **Intellect**

___ Blend In (STE)

___ Exotic Cars (DRI)

___ Marksman (SHO)

___ Smuggling (STE)

___ Boats (DRI)

___ Extend Range (SHO)

___ Mechanics (INT)

___ Sniper Rifles (SHO)

___ Brainwashing (PSY)

___ Extra Action (AGI)

___ Medicine (INT)

___ Sports Cars (DRI)

_____ **Psyche**

___ Brawling (STR)

___ Extra Damage (INT)

___ Meditate (HEA)

___ Sprint (HEA)

___ Breach (STR)

___ Eyesight (HEA)

___ Melee Weapons (AGI)

___ Stabilize (HEA)

___ Break Restraints (STR)

___ Fasting (HEA)

___ Memory (INT)

___ Stalk (STE)

_____ **Driving**

___ Business Acumen (INT)

___ Fencing (INT)

___ Military Vehicles (DRI)

___ Stay Awake (HEA)

___ Called Shot (SHO)

___ Fighter Jets (FLY)

___ Money Laundering (INT)

___ Steal Aircraft (STE)

___ Cargo Planes (FLY)

___ Fighting (AGI)

___ Motorcycles (DRI)

___ Steal Boats (STE)

_____ **Flying**

___ Carrying Capacity (STR)

___ Flamethrowers (SHO)

___ Mounted Weapons (SHO)

___ Steal Cars (STE)

___ Charge (STR)

___ Forgery (INT)

___ Move Silently (STE)

___ Still Standing (HEA)

___ Chemistry (INT)

___ Gambling (INT)

___ Munitions (INT)

___ Street Smarts (PSY)

_____ **Shooting**

___ Classic Cars (DRI)

___ Handguns (SHO)

___ Muscle Cars (DRI)

___ Strike Back (AGI)

___ Cleaning (INT)

___ Hearing (HEA)

___ Networking (PSY)

___ Submarines (DRI)

___ Climbing (STR)

___ Heavy Weapons (SHO)

___ Off-road Vehicles (DRI)

___ Survival (INT)

_____ **Stealth**

___ Commercial Aircraft (FLY)

___ Helicopters (FLY)

___ Overcome (PSY)

___ SUVs (DRI)

___ Commercial Vehicles (DRI)

___ Hide (STE)

___ Partying (HEA)

___ Swimming (HEA)

___ Compact Cars (DRI)

___ Hold Breath (HEA)

___ Perception (INT)

___ Tactics (INT)

_____ **Prime**

___ Computers (INT)

___ HP Bonus (HEA)

___ Play Dead (STE)

___ Tailgate (DRI)

___ Coupes (DRI)

___ Initiative (AGI)

___ Prop Planes (FLY)

___ Throwing (STR)

___ Cryptography (INT)

___ Insight (PSY)

___ Quick Healing (HEA)

___ Trucks (DRI)

___ Damage Resistance (HEA)

___ Interrogation (INT)

___ Rappelling (AGI)

___ Ultralights (FLY)

___ Deception (INT)

___ Intimidate (PSY)

___ Read Lips (INT)

___ Vans (DRI)

SKILLS

(mark with a "P" for prime skills)

Rap Sheet

PERKS

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WEAPONS

Name	Type	Bonus	Damage	Range	Weight	Cost

VEHICLES

Make/Model	Type	Top Speed	Speed Factor	Acceleration	Defense	Health Points	Handling	Theft Difficulty	Frequency	Passengers	Cost

GEAR

Name	Weight	Cost	Description
Total Weight			

Rap Sheet

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