

# 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

## SKILLS

(mark with a "P" for prime skills)

### \_\_\_\_\_ 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)

### \_\_\_\_\_ Driving

\_\_\_ 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)

### \_\_\_\_\_ Flying

\_\_\_ 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)

### \_\_\_\_\_ Health

\_\_\_ 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)

### \_\_\_\_\_ Intellect

\_\_\_ 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)

### \_\_\_\_\_ Prime

\_\_\_ 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)

### \_\_\_\_\_ Psyche

\_\_\_ 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)

### \_\_\_\_\_ Strength

\_\_\_ 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)

# Rap Sheet

## PERKS



## 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
<b>Total Weight</b>			

# 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