

Name:

Concept:

ST	<input type="text"/>	HP	<input type="text"/>	Damage Resistance Eyes Arms Neck Hands Skull Legs Face Feet Torso Groin
DX	<input type="text"/>	Will	<input type="text"/>	
IQ	<input type="text"/>	Per	<input type="text"/>	
HT	<input type="text"/>	FP	<input type="text"/>	

Move:	Speed:	Sw/Thr:
Dodge:	Parry:	Block:

Advantages	Disadvantages
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Skills			
Name	Level	Name	Level

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Character Creation

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
"I am super _____, but otherwise average." (One 15, three 10s)
"I am very _____ and very _____, but otherwise average." (Two 13s, two 10s)
"I am reasonably _____ and _____, and almost as _____ and _____." (Two 12s, two 11s)
- By default, **HP = ST**, **Will** and **Per = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose three non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know one at DX+2 or IQ+2, and two at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** $([HT+DX]/4)$, **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!
 A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.
 A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

MANEUVERS

- AIM (1):** Aim a Ranged weapon/attack to get its Accuracy bonus (plus additional +1 for two turns, +2 for three or more turns)
- ALL-OUT ATTACK (3):** +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!
- ALL-OUT DEFENSE (1):** +2 to one active defense, *or* two *different* defenses against a single attack
- ATTACK (1):** Attack unarmed or with a ready weapon/ability
- CHANGE POSTURE (0):** Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing, two turns)
- CONCENTRATE (1):** Focus on a mental task
- COMMITTED ATTACK (1):** +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)
- DEFENSIVE ATTACK (1):** -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling if Kicking
- DO NOTHING (0):** Take no action
- EVALUATE (1):** Study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)
- FEINT (1):** Fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever highest)
- MOVE AND ATTACK (6):** Move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *max.* skill of 9)
- MOVE (6):** Do nothing but move
- READY (1):** Prepare a weapon or other item, reload a weapon, etc.
- WAIT (var):** Hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

- Deceptive Attack:** Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)
- Telegraphic Attack (Melee only):** +4 to hit, but also +2 to target's active defenses against that attack
- Dual-Weapon Attacks:** Attack with two hands at once, using bare hands, a ready one-handed Melee weapon, or a pistol. Each attack is at -4 to hit, with an additional -4 for the "off" hand (unless unarmed or Ambidextrous). Can target separate foes (must be adjacent for Melee). Both attacks on a single foe are at -1 to defend against.
- Rapid Strike (Melee only):** Make two attacks with a ready weapon, *both* at -6, to replace *one* normal attack. Can target separate foes
- Flurry of Blows* (Melee only):** Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), *OR...*
- Mighty Blow* (Melee only):** Spend 1 FP to get the All-Out Attack damage bonus of +2 to an attack without losing defenses
- Feverish Defense*:** Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)
- Retreat (Melee only):** *once* during your turn, move 1 hex away from an attacker for a +3 to Dodge, or +1 to Parry or Block
- Dodge and Drop (Ranged only):** *once* during your turn, drop prone for a +3 to Dodge against all Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

HIT LOCATIONS

-	Eye (-9)	12	Left Arm (-2)
-	Ear (-7)	13-14	Left Leg (-2)
3-4	Skull (-7, -5 from behind)	-	Joints, Limb (-5)
5	Face (-5, -7 from behind)	-	Veins/Arteries, Limb (-5)
-	Jaw (-6)	15	Hand (-4)
-	Nose (-7)	16	Foot (-4)
6-7	Right Leg (-2)	-	Joints, Extremity (-7)
8	Right Arm (-2)	17-18	Neck (-5)
9-10	Torso/Chest (0)	-	Veins/Arteries, Neck (-8)
-	Abdomen (-1)	-	Vitals (-3, -5 for heart)
-	Spine (-8)	-	Chinks in Armor (-8, -10)
11	Groin (-3)	-	Weapon (-5, -4, -3)
-	Pelvis (-3)		