



# GM Control Sheet

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Character Order: Turn Sequence, Descending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Travis Dunn (Unarmed/Roadie)	+1 / +1	14	14	10	12	10	10	6.5	6	10	12/4*	12	12
Aja Leith (Driver/Lead Guitar)	+1 / +1	10	13	11	12	11	11	6.25	6	10	12/4*	11	12
Jerrica Benton (Jem) (Shooter/Singer)	+1 / +1	10	13	10	12	10	10	6.25	6	10	12/4*	12	12
Peter Crichton (Shooter/Roadie)	+1 / +1	10	13	11	12	11	11	6.25	6	10	12/4*	12	12
Rio Pacheco (Sniper/Road Manager)	+1 / +1	11	13	12	11	12	12	6	6	10	12/4*	11	11
Carmen Alonso (Infiltration/Drums)	+1 / +1	10	13	13	10	12	12	5.75	5	9	12/4*	10	10
Kimber Benton (Medic/Keyboard)	+1 / +1	10	12	14	11	14	14	5.75	5	9	12/4*	11	11
Shana Elmsford (Demolitions/Bass Guitar)	+1 / +1	12	12	12	10	12	12	5.5	5	9	12/4*	12	10

## NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach/Range	RoF	Shots	Bulk	Rcl	GM Notes
<b>Travis Dunn</b>										
Auto Pistol, .40	15	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	
Karate: Punch	17	12	2d+2 cr	—	C	—	—	—	—	
Karate: Kick	17	—	2d+3 cr	—	C,1	—	—	—	—	
Large Knife: swing	14	10	3d-2 cut	—	C,1	—	—	—	—	
Large Knife: thrust	14	10	1d+2 imp	—	C	—	—	—	—	
Large Knife: thrown	10	—	2d-1 imp	—	15.2 / 28.5	1	T(1)	-2	—	
PDW, 4.6mm	15	—	4d+1 pi-	3	200 / 2000	15	20+1(3)	-3	2	
<b>Aja Leith</b>										
Auto Pistol, .40	15	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	
Karate: Punch	14	11	1d-1 cr	—	C	—	—	—	—	
Karate: Kick	12	—	1d cr	—	C,1	—	—	—	—	
Large Knife: swing	15	10	1d-2 cut	—	C,1	—	—	—	—	
Large Knife: thrust	15	10	1d-2 imp	—	C	—	—	—	—	
Large Knife: thrown	9	—	1d-2 imp	—	8 / 15	1	T(1)	-2	—	
PDW, 4.6mm	14	—	4d+1 pi-	3	200 / 2000	15	20+1(3)	-3	2	
<b>Jerrica Benton (Jem)</b>										
Assault Carbine, 5.56mm	16	—	4d+2 pi	4	400 / 3000	15	30+1(3)	-3	2	
Auto Pistol, .44M	17	—	3d pi+	2	230 / 2500	3	9+1(3)	-3	4	
Karate: Punch	16	12	1d-1 cr	—	C	—	—	—	—	
Karate: Kick	14	—	1d cr	—	C,1	—	—	—	—	
Large Knife: swing	15	10	1d-2 cut	—	C,1	—	—	—	—	
Large Knife: thrust	15	10	1d-2 imp	—	C	—	—	—	—	
Large Knife: thrown	9	—	1d-2 imp	—	8 / 15	1	T(1)	-2	—	
<b>Peter Crichton</b>										
Assault Carbine, 5.56mm	16	—	4d+2 pi	4	400 / 3000	15	30+1(3)	-3	2	
Auto Pistol, .44M	17	—	3d pi+	2	230 / 2500	3	9+1(3)	-3	4	
Karate: Punch	15	11	1d-1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d cr	—	C,1	—	—	—	—	
Large Knife: swing	14	10	1d-2 cut	—	C,1	—	—	—	—	
Large Knife: thrust	14	10	1d-2 imp	—	C	—	—	—	—	
Large Knife: thrown	9	—	1d-2 imp	—	8 / 15	1	T(1)	-2	—	
<b>Rio Pacheco</b>										
Auto Pistol, .40	16	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	
Karate: Punch	14	11	1d cr	—	C	—	—	—	—	
Karate: Kick	12	—	1d+1 cr	—	C,1	—	—	—	—	
Large Knife: swing	15	10	1d-1 cut	—	C,1	—	—	—	—	
Large Knife: thrust	15	10	1d-1 imp	—	C	—	—	—	—	
Large Knife: thrown	9	—	1d-1 imp	—	8.8 / 16.5	1	T(1)	-2	—	
Sniper Rifle, .338: w/o bipod	17	—	9d+1 pi	6+3	1500 / 5500	1	4+1(3)	-6	4	
Sniper Rifle, .338: w/ bipod	17	—	9d+1 pi	6+3	1500 / 5500	1	4+1(3)	-6	4	
<b>Carmen Alonso</b>										
Auto Pistol, .40	15	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	
Karate: Punch	14	11	1d-1 cr	—	C	—	—	—	—	
Karate: Kick	12	—	1d cr	—	C,1	—	—	—	—	
Large Knife: swing	15	10	1d-2 cut	—	C,1	—	—	—	—	
Large Knife: thrust	15	10	1d-2 imp	—	C	—	—	—	—	
Large Knife: thrown	9	—	1d-2 imp	—	8 / 15	1	T(1)	-2	—	
PDW, 4.6mm	15	—	4d+1 pi-	3	200 / 2000	15	20+1(3)	-3	2	
<b>Kimber Benton</b>										
Auto Pistol, .40	14	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	
Karate: Punch	15	11	1d-1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d cr	—	C,1	—	—	—	—	

**NOTABLE ATTACKS**

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
<b>Kimber Benton</b>										
Large Knife: swing	13	9	1d-2 cut	—	C,1	—	—	—	—	—
Large Knife: thrust	13	9	1d-2 imp	—	C	—	—	—	—	—
Large Knife: thrown	8	—	1d-2 imp	—	8 / 15	1	T(1)	-2	—	—
PDW, 4.6mm	12	—	4d+1 pi-	3	200 / 2000	15	20+1(3)	-3	2	—
<b>Shana Elmsford</b>										
Auto Pistol, .40	15	—	2d pi+	2	150 / 1900	3	15+1(3)	-2	2	—
Fragmentation Grenade (TL 7)	14	—	8d cr ex [3d]	—	42	—	—	—	—	—
Karate: Punch	13	10	1d cr	—	C	—	—	—	—	—
Karate: Kick	11	—	1d+1 cr	—	C,1	—	—	—	—	—
Large Knife: swing	14	10	1d cut	—	C,1	—	—	—	—	—
Large Knife: thrust	14	10	1d-1 imp	—	C	—	—	—	—	—
Large Knife: thrown	8	—	1d-1 imp	—	9.6 / 18	1	T(1)	-2	—	—
PDW, 4.6mm	15	—	4d+1 pi-	3	200 / 2000	15	20+1(3)	-3	2	—
Stun Grenade	14	—	HT-5 aff (10 yd.)	—	42	—	—	—	—	—

**NOTABLE ADVANTAGES / DISADVANTAGES**

<b>Travis Dunn</b>	
Italian (Native)	
High Pain Threshold	
Roll to ignore pain: 13 (Will+3)	
Striking ST 5	
Short Attention Span	
<b>Aja Leith</b>	
Chinese (Native)	
Daredevil	
Fit	
Pacifism (Cannot Harm Innocents)	
<b>Jerrica Benton (Jem)</b>	
German (Native)	
Gunslinger	
Chummy	
<b>Peter Crichton</b>	
Arabic (Native)	
Ambidexterity	
Gunslinger	
Workaholic	
<b>Rio Pacheco</b>	
French (Native)	
Acute Vision 1	
Roll: 13 (Vision)	
Impulsiveness (12 or less)	
<b>Carmen Alonso</b>	
Russian (Native)	
Spanish (Native)	
Fashion Sense	
Squeamish (12 or less)	
<b>Kimber Benton</b>	
Russian (Native)	
Curious (12 or less)	
<b>Shana Elmsford</b>	
American Sign Language (Native)	
Fit	
Flashbacks (Mild)	

**NOTABLE SKILLS / SPELLS**

<b>Travis Dunn</b>		
Climbing	13	DX-1
Fast-Draw (Knife)	15	DX+1
Fast-Draw (Pistol)	15	DX+1
First Aid/TL8 (Human)	12	IQ+2
Guns/TL8 (Pistol)	15	DX+1
Guns/TL8 (Submachine Gun)	15	DX+1
Karate	17	DX+3
Knife	14	DX+0

**NOTABLE SKILLS / SPELLS**

<b>Travis Dunn</b>		
Search	10	Per+0
Shadowing	11	IQ+1
Stealth	13	DX-1
Wrestling	16	DX+2
Kicking (Karate)	17	def+2
Sweeping Kick (Karate)	15	def+1
<b>Aja Leith</b>		
Climbing	13	DX+0
Driving/TL8 (Automobile)	17	DX+4
Driving/TL8 (Motorcycle)	14	DX+1
Fast-Draw (Knife)	14	DX+1
Fast-Draw (Pistol)	16	DX+3
First Aid/TL8 (Human)	12	IQ+1
Guns/TL8 (Pistol)	15	DX+2
Guns/TL8 (Submachine Gun)	14	DX+1
Karate	14	DX+1
Knife	15	DX+2
Musical Instrument (Guitar)	12	IQ+1
Performance	11	IQ+0
Piloting/TL8 (Airplane)	14	DX+1
Search	13	Per+2
Shadowing	12	IQ+1
Singing	12	HT+0
Stealth	14	DX+1
Wrestling	14	DX+1
<b>Jerrica Benton (Jem)</b>		
Climbing	13	DX+0
Diplomacy	11	IQ+1
Driving/TL8 (Automobile)	13	DX+0
Driving/TL8 (Motorcycle)	13	DX+0
Fast-Draw (Knife)	15	DX+2
Fast-Draw (Pistol)	16	DX+3
First Aid/TL8 (Human)	12	IQ+2
Guns/TL8 (Pistol)	17	DX+4
Guns/TL8 (Rifle)	16	DX+3
Guns/TL8 (Submachine Gun)	15	DX+2
Karate	16	DX+3
Knife	15	DX+2
Performance	12	IQ+2
Search	12	Per+2
Shadowing	12	IQ+2
Singing	14	HT+2
Stealth	14	DX+1
Wrestling	13	DX+0
<b>Peter Crichton</b>		
Climbing	13	DX+0
Diplomacy	12	IQ+1



WOUND/USAGE RECORDING CHECKBOXES

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Travis Dunn (Unarmed/Roadie)

HP grid for Travis Dunn with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -59.

FP grid for Travis Dunn with columns for 0 FP. Values range from 0 to -11.

Aja Leith (Driver/Lead Guitar)

HP grid for Aja Leith with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -54.

FP grid for Aja Leith with columns for 0 FP. Values range from 0 to -11.

Jerrica Benton (Jem) (Shooter/Singer)

HP grid for Jerrica Benton with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -59.

FP grid for Jerrica Benton with columns for 0 FP. Values range from 0 to -11.

Peter Crichton (Shooter/Roadie)

HP grid for Peter Crichton with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -59.

FP grid for Peter Crichton with columns for 0 FP. Values range from 0 to -11.

Rio Pacheco (Sniper/Road Manager)

HP grid for Rio Pacheco with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -54.

FP grid for Rio Pacheco with columns for 0 FP. Values range from 0 to -10.

Carmen Alonso (Infiltration/Drums)

HP grid for Carmen Alonso with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -49.

FP grid for Carmen Alonso with columns for 0 FP. Values range from 0 to -9.

Kimber Benton (Medic/Keyboard)

HP grid for Kimber Benton with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -54.

FP grid for Kimber Benton with columns for 0 FP. Values range from 0 to -10.

Shana Elmsford (Demolitions/Bass Guitar)

HP grid for Shana Elmsford with columns for 0 HP, -1xHP, -2xHP, -3xHP, -4xHP. Values range from 0 to -59.

FP grid for Shana Elmsford with columns for 0 FP. Values range from 0 to -9.