



GM Control Sheet

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Character Order: GCA default (tab order), Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Ajax	+0 / +0	14	13	9	12	11	11	6.25	6	10	0	14	12
Cochise	+0 / +0	13	14	10	12	11	11	6.5	6	10	0	13	12
Snow	+0 / +0	14	13	11	11	12	12	6	6	10	0	14	11
Swan	+1 / +1	12	14	12	11	12	12	6.25	6	10	0	13	11
Vermin	+0 / +0	13	13	10	13	11	12	6.25	6	10	0	13	13

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Ajax										
Bat	15	11U	2d+2 cr	—	C,1	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+2 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	12	10	2d+1 cr	—	1	—	—	—	—	
Club (one hand): Thrust	12	10	1d+1 cr	—	1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	13	9	2d-2 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	13	9	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Cochise										
Bat	13	10U	2d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	15	9U	2d+1 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	13	10	2d cr	—	1	—	—	—	—	
Club (one hand): Thrust	13	10	1d+1 cr	—	1	—	—	—	—	
Karate: Punch	16	12	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	14	—	1d+2 cr	—	C,1	—	—	—	—	
Revolver (.38)	10	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	14	10	2d-3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	14	10	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	10 / 20	1	T(1)	-2	—	
Snow										
Bat	12	10U	2d+2 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+2 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	15	11	2d+1 cr	—	1	—	—	—	—	
Club (one hand): Thrust	15	11	1d+1 cr	—	1	—	—	—	—	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	13	9	2d-2 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	13	9	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	14	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Swan										
Bat	13	10U	1d+4 cr	—	C,1	—	—	—	—	
Brawling: Punch	16	12	1d-1 cr	—	C	—	—	—	—	
Brawling: Bite	16	—	1d-1 cr	—	C	—	—	—	—	
Brawling: Kick	14	—	1d cr	—	C,1	—	—	—	—	
Chain (Kusari)	12	8U	1d+4 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	13	10	1d+3 cr	—	1	—	—	—	—	
Club (one hand): Thrust	13	10	1d cr	—	1	—	—	—	—	
Revolver (.38)	10	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	
Switchblade (Knife): Swing	16	11	1d+3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	16	11	1d+2 imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	15	—	1d+2 imp	—	10 / 18	1	T(1)	-2	—	
Vermin										
Bat	15	11U	2d+1 cr	—	C,1	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+1 cr	—	C,1	—	—	—	—	
Chain (Kusari)	11	7U	2d+1 cr	—	1-4*	—	—	—	—	
Club (one hand): Swing	12	10	2d cr	—	1	—	—	—	—	
Club (one hand): Thrust	12	10	1d+1 cr	—	1	—	—	—	—	
Revolver (.38)	9	—	2d pi+	1	125 / 1500	3	6(3)	-1	2	

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Vermin										
Switchblade (Knife): Swing	14	10	2d-3 cut	—	C,1	—	—	—	—	
Switchblade (Knife): Thrust	14	10	1d imp	—	C	—	—	—	—	
Switchblade (Knife): Thrown	13	—	1d imp	—	10/20	1	1(1)	-2	—	

NOTABLE ADVANTAGES / DISADVANTAGES

Ajax
Code of Honor (The Warriors)
Combat Reflexes
Daredevil
Fearlessness 2
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Impulsiveness (12 or less)
Luck
Cochise
Absolute Direction
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Snow
Code of Honor (The Warriors)
Combat Reflexes
Common Sense
Roll to avoid stupidity: 11 (IQ)
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Swan
Blade Master (+3 bladed damage)
Charisma 1
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Sense of Duty (The Warriors) (Large Group)
Vermin
Code of Honor (The Warriors)
Combat Reflexes
Fearlessness 1
Fit
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Impulsiveness (12 or less)
Luck

NOTABLE SKILLS / SPELLS

Ajax		
Area Knowledge (New York)	10	IQ+1
Bat (Two-Handed Axe/Mace)	15	DX+2
Brawling	15	DX+2
Chain (Kusari)	11	DX-2
Climbing	12	DX-1

NOTABLE SKILLS / SPELLS

Ajax		
Club (Broadsword)	12	DX-1
Colors (Heraldry)	10	IQ+1
Detect Lies	10	Per-1
Fast-Draw (weapon)	14	DX+1
Fast-Talk	11	IQ+2
First Aid (Human)	12	IQ+3
Gesture	10	IQ+1
Guns (Pistol)	9	DX-4
Intimidation	13	Will+2
Knife	13	DX+0
Lockpicking	10	IQ+1
Navigation (Land)	10	IQ+1
Pickpocket	11	DX-2
Running	13	HT+1
Scrounging	11	Per+0
Search	12	Per+1
Shadowing	10	IQ+1
Stealth	12	DX-1
Streetwise	11	IQ+2
Throwing	13	DX+0
Wrestling	13	DX+0
Cochise		
Area Knowledge (New York)	11	IQ+1
Bat (Two-Handed Axe/Mace)	13	DX-1
Chain (Kusari)	15	DX+1
Climbing	13	DX-1
Club (Broadsword)	13	DX-1
Colors (Heraldry)	11	IQ+1
Detect Lies	11	Per+0
Fast-Draw (weapon)	15	DX+1
Fast-Talk	12	IQ+2
First Aid (Human)	12	IQ+2
Gesture	11	IQ+1
Guns (Pistol)	10	DX-4
Intimidation	11	Will+0
Karate	16	DX+2
Knife	14	DX+0
Leadership	10	IQ+0
Navigation (Land)	13	IQ+3
Pickpocket	12	DX-2
Running	12	HT+0
Scrounging	13	Per+2
Search	12	Per+1
Shadowing	11	IQ+1
Stealth	13	DX-1
Streetwise	11	IQ+1
Throwing	13	DX-1
Wrestling	14	DX+0
Snow		
Area Knowledge (New York)	13	IQ+2
Bat (Two-Handed Axe/Mace)	12	DX-1
Chain (Kusari)	11	DX-2
Climbing	12	DX-1
Club (Broadsword)	15	DX+2
Colors (Heraldry)	13	IQ+2
Detect Lies	12	Per+0
Diplomacy	11	IQ+0

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 immediately and at the start of any turn you choose a maneuver other than Do Nothing.

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

-5×HP 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.

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

Ajax

HP										0 HP				-1×HP				-2×HP				-3×HP				-4×HP								
14	13	12	11	10	9	8	7	6	5	0	-1	-2	-3	-4	14	15	16	17	18	28	29	30	31	32	42	43	44	45	46	56	57	58	59	60
8	7	6	5	4	3	2	1	0	-1	-5	-6	-7	-8	-9	19	20	21	22	23	33	34	35	36	37	47	48	49	50	51	61	62	63	64	65
4	3	2	1	0	-1	-2	-3	-4	-5	-10	-11	-12	-13	-14	24	25	26	27	28	38	39	40	41	42	52	53	54	55	56	66	67	68	69	70

FP										0 FP																			
12	11	10	9	8	7	6	5	4	3	0	-1	-2	-3	-4	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14

Cochise

HP										0 HP				-1×HP				-2×HP				-3×HP				-4×HP								
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	13	14	15	16	17	27	28	29	30	31	41	42	43	44	45	55	56	57	58	59
7	6	5	4	3	2	1	0	-1	-2	-5	-6	-7	-8	-9	18	19	20	21	22	32	33	34	35	36	46	47	48	49	50	60	61	62	63	64
3	2	1	0	-1	-2	-3	-4	-5	-6	-10	-11	-12	-13	-14	23	24	25	26	27	37	38	39	40	41	51	52	53	54	55	65	66	67	68	69

FP										0 FP																			
12	11	10	9	8	7	6	5	4	3	0	-1	-2	-3	-4	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14

Snow

HP										0 HP				-1×HP				-2×HP				-3×HP				-4×HP								
14	13	12	11	10	9	8	7	6	5	0	-1	-2	-3	-4	14	15	16	17	18	28	29	30	31	32	42	43	44	45	46	56	57	58	59	60
8	7	6	5	4	3	2	1	0	-1	-5	-6	-7	-8	-9	19	20	21	22	23	33	34	35	36	37	47	48	49	50	51	61	62	63	64	65
4	3	2	1	0	-1	-2	-3	-4	-5	-10	-11	-12	-13	-14	24	25	26	27	28	38	39	40	41	42	52	53	54	55	56	66	67	68	69	70

FP										0 FP																			
11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14

Swan

HP										0 HP				-1×HP				-2×HP				-3×HP				-4×HP								
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	13	14	15	16	17	27	28	29	30	31	41	42	43	44	45	55	56	57	58	59
7	6	5	4	3	2	1	0	-1	-2	-5	-6	-7	-8	-9	18	19	20	21	22	32	33	34	35	36	46	47	48	49	50	60	61	62	63	64
3	2	1	0	-1	-2	-3	-4	-5	-6	-10	-11	-12	-13	-14	23	24	25	26	27	37	38	39	40	41	51	52	53	54	55	65	66	67	68	69

FP										0 FP																			
11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14

Vermin

HP										0 HP				-1×HP				-2×HP				-3×HP				-4×HP								
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	13	14	15	16	17	27	28	29	30	31	41	42	43	44	45	55	56	57	58	59
7	6	5	4	3	2	1	0	-1	-2	-5	-6	-7	-8	-9	18	19	20	21	22	32	33	34	35	36	46	47	48	49	50	60	61	62	63	64
3	2	1	0	-1	-2	-3	-4	-5	-6	-10	-11	-12	-13	-14	23	24	25	26	27	37	38	39	40	41	51	52	53	54	55	65	66	67	68	69

FP										0 FP																			
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14