

FACTIONS

NAME: _____ **ALIAS:** _____ **CONCEPT:** _____ **FACTION:** _____

AWARENESS:
Empathy: _____ []
 Detect Lies 0000
 Emotion 0000
 Threat 0000
Sensory: _____ []
 Concealment 0000
 Direction 0000
 Notice 0000
Supernatural: _____ []
 Ability 0000
 Mystic 0000

BODY:
Endurance: _____ []
 Fatigue 0000
 Tolerance 0000
 Toughness 0000
Power: _____ []
 Lift 0000
 Strength Feats 0000

CONTROL:
Persuasion: _____ []
 Debate 0000
 Deception 0000
 Etiquette 0000
 Fast Talk 0000
 Interrogation 0000
Street: _____ []
 Blend 0000
 Locate 0000
 Streetwise 0000

CREATIVITY:
Appearance: _____ []
 Disguise 0000
 Grooming 0000
 Style 0000
Art: _____ []
 Computer Graphics 0000
 Crafts 0000
 Draw 0000
 Metalwork 0000
 Paint 0000
 Photography 0000
 Sculpt 0000
 Tattoo 0000
 Video Editing 0000

Enigmas: _____ []
 Riddles 0000
 Puzzles 0000
Music: _____ []
 Appreciation 0000
 Composition 0000
Occult: _____ []
 Lore 0000
 Religion 0000
 Ritual Magic 0000
Writing: _____ []
 Fiction 0000
 Journalism 0000
 Poetry 0000
 Rhetoric 0000
 Technical 0000

PRESENCE:
BEAUTY:
 Current Beauty: []
 Bonus to Presence: []
Charisma: _____ []
 Charm 0000
 Intimidation 0000
 Seduction 0000
Performance: _____ []
 Acting 0000
 Leadership 0000
 Oration 0000
 Singing 0000
 Stage Presence 0000

QUICKNESS:
Armed: _____ []
 Chain 0000
 Club 0000
 Knife 0000
 Shield 0000
 Staff/Spear 0000
 Sword 0000
 Whip 0000
Athletics: _____ []
 Acrobatics 0000
 Archery 0000
 Climbing 0000
 Dance 0000
 Dodge 0000
 Move 0000
 Sneak 0000
 Sport 0000
 Swimming 0000

Unarmed: _____ []
 Block 0000
 Grapple 0000
 Strike 0000
REACTION:
Coordination: _____ []
 Bartending 0000
 Pick Pocket 0000
 Sleight of Hand 0000
 Video Games 0000
Drive: _____ []
 Auto 0000
 Heavy Equipment 0000
 High Performance 0000
 Motorcycle 0000
 Oversized 0000

Gunplay: _____ []
 Heavy 0000
 Pistol 0000
 Rifle 0000
 Shotgun 0000
 Submachine 0000
Perform Inst: _____ []
 Play _____ 0000
 Play _____ 0000
Pilot: _____ []
 Air Combat 0000
 Commercial 0000
 Helicopter 0000
 Plane 0000

REASONING:
Computer: _____ []
 Hacking 0000
 Programming 0000
 Use 0000
Finance: _____ []
 Appraisal 0000
 Investment 0000
 Stock Market 0000

History: _____ []
 Ancient 0000
 Archeology 0000
 Modern 0000
Language: _____ []
 Fluent _____ 0000
 Fluent _____ 0000
 Linguistics 0000

Mathematics: _____ []
 Accounting 0000
 Applied 0000
 Theoretical 0000
Medicine: _____ []
 Cooking 0000
 Diagnose 0000
 First Aid 0000
 Herbalism 0000
 Medtech 0000
 Pharmacy 0000
 Surgery 0000

Physical Science: _____ []
 Agriculture 0000
 Astrophysics 0000
 Biology 0000
 Chemistry 0000
 Environmental 0000
 Geology 0000
 Physics 0000

Research: _____ []
 Investigation 0000
 Library Use 0000
 Net 0000
Social Sciences: _____ []
 Culture 0000
 Economics 0000
 Law 0000
 Philosophy 0000
 Psychology 0000
 Sociology 0000
 Teaching 0000
Strategy: _____ []
 Games 0000
 Military 0000
 Politics 0000

Survival: _____ []
 Arctic 0000
 Camouflage 0000
 Desert 0000
 Temperate 0000
 Tropical 0000
Tech: _____ []
 Carpentry 0000
 Communications Sys 0000
 Design 0000
 Electronics 0000
 Explosives 0000
 Fire Control 0000
 Forgery 0000
 Lock Picking 0000
 Mechanics 0000
 Operate Machine 0000
 Security Systems 0000

WILL:
Resistance: _____ []
 Coercion 0000
 Stress 0000
Strength: _____ []
 Concentration 0000
 Courage 0000

Extras

| WOUND LEVELS | | | TOTAL HEALTH | |
|---------------------|---------------|------------|---------------------|-----------------|
| Light W: [] | Stun 8 KO 5 | 0000000000 | -2 PEN | |
| Moderate W: [] | Stun 12 KO 10 | 000000 | -4 PEN | |
| Severe W: [] | Stun 18 KO 15 | 000 | -6 PEN | 75%: [] -2 PEN |
| Critical W: [] | Stun 22 KO 20 | 00 | -10 PEN | 50%: [] -4 PEN |
| Mortal W: [] | Stun 25 KO 22 | 0 | -15 PEN | 25%: [] -6 PEN |

FACTIONS

COMPLEX HIT LOCATION ARMOR

SPECIFIC INJURY

| Armor | Body Areas | Protection | QE | RE | Specific Injury | Body Area |
|-------|------------|------------|----|----|-----------------|-----------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

| WEAPONS | To Hit | Damage | Range A/F/E | Clip | Recoil | Lag/Reload |
|---------|--------|--------|-------------|------|--------|------------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

COMBAT NOTES

Base Hand to Hand Damage: _____
Damage Absorb: [] + OOOO
Passive Block: [] **Passive Dodge:** []
Passive Move: [] **Passive Sword:** []
Passive Shield: [] **Weapon Lag Mod:** []

SPECIAL MANEUVERS

All Out Attack: +5 to Hit on Attacks, -7 PEN to Passive Defense
All Out Defense: Can Active Defense vs. all visible attacks, but cannot Attack that round.
Called Shot: -3 to Hit, Ref interprets results
Deadly Blow: -5 to Hit, +2 levels of Accuracy if successful, miss by 1-2 does Nick
Heavy Attack: +3 to Hit on Attacks, -5 PEN to Passive Defense
Killing Shot: -7 to Hit, +3 levels of Accuracy if successful, miss by 1-2 does Nick
Leg Sweep: -3 to Hit, does Nick damage, puts opponent On The Ground
Panic Defense: +10 to Initiative check, suffers -5 PEN on defensive Action
Vital Blow: -3 to Hit, +1 level of Accuracy if successful

GRAPPLE MANEUVERS

Break Grapple: Initiates a vs. Strength Feats check to break a Grip, Hold, or Lock
Escape Grapple: Use Grapple to get out of Hold or Lock
Get to Feet: 2 Actions. At first Action, On The Ground PEN halved
Grip: Makes other Grapple Maneuvers +3 to Hit
Hold: -3 to Hit, Hold Success is PEN to Defender
Kippup: Acrobatics vs. 12 to get to feet in 1 Action
Limb Break: -5 to Hit, on Moderate Wound or more limb broken
Lock: -3 to Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any Action
Takedown: -3 to Hit, can only do up to Solid Hit Accuracy. Both combatants are On The Ground. Maintains all Grapples.
Throw: -3 to Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

TIME MODIFIERS FOR ACTIONS

Slowly 60% More Time +5 to Check (Non-Combat only)
Carefully 40% More Time +3 to Check (Non-Combat only)
Deliberately 20% More Time +1 to Check (Non-Combat only)
Rapidly 20% Less Time -2 PEN
Quickly 40% Less Time -5 PEN
Rushed 60% Less Time -10 PEN

| | | | | | | | | | | | | | | | |
|-----------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|-----------|-----------|-----------|-----------|
| Slowly | - | 3 | 5 | 6 | 8 | 10 | 11 | 13 | 14 | 16 | 24 | 32 | 48 | 64 | 80 |
| Carefully | - | - | 4 | 5 | 7 | 8 | 10 | 11 | 13 | 14 | 21 | 28 | 42 | 56 | 70 |
| Deliberately | - | - | - | 5 | 6 | 7 | 8 | 10 | 11 | 12 | 18 | 24 | 36 | 48 | 60 |
| Normally | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 15 | 20 | 30 | 40 | 50 |
| Rapidly | - | - | 2 | 3 | 4 | 5 | 6 | 6 | 7 | 8 | 12 | 16 | 24 | 32 | 40 |
| Quickly | - | 1 | - | 2 | 3 | 4 | 4 | 5 | 5 | 6 | 9 | 12 | 18 | 24 | 30 |
| Rushed | - | 1 | 1 | - | 2 | 2 | 3 | 3 | 4 | 4 | 6 | 8 | 12 | 16 | 20 |

SITUATIONS

On The Ground: -5 PEN Attack and Defense, -3 PEN to H2H Damage
Multiple Attackers: -3 PEN Defense each extra Attack in 10 Phases
Using Off Hand: -4 PEN **Both Hands:** -3 PEN On-Hand, -7 for Off

ACCURACY CHART

| Hit By | Damage | Multiplier | |
|--------|--------|--------------|--|
| 0-2: | x 1/2 | Nick | |
| 3-7: | x 1 | Minor Hit | |
| 8-11: | x 2 | Solid Hit | |
| 12-15: | x 3 | Direct Hit | |
| 16-19: | x 4 | Major Hit | |
| 20+: | x 5 | Critical Hit | |

| Aim | To Hit | Requires |
|-------|--------|----------|
| 1 sec | +2 | none |
| 2 sec | +4 | none |
| 3 sec | +6 | ● |
| 4 sec | +8 | ●● |
| 5 sec | +10 | ●●● |
| 6 sec | +12 | ●●●● |

AUTOFIRE ACCURACY CHART

| Hit By | #Hits | Damage | Multiplier |
|--------|-------|--------|--------------|
| 0-2: | 1 | x 1/2 | Nick |
| 3-5: | 2 | x 1/2 | Nick |
| 6-8: | 3 | x 1 | Minor Hit |
| 9-11: | 4 | x 1 | Minor Hit |
| 12-14: | 5 | x 2 | Solid Hit |
| 15-17: | 6 | x 3 | Direct Hit |
| 18-20: | 7 | x 4 | Major Hit |
| 21-23: | 8 | x 5 | Critical Hit |
| 24-26: | 9 | x 5 | Critical Hit |
| 27+: | 10 | x 5 | Critical Hit |

| Range | To Hit |
|-------------|--------|
| Point Blank | +5 |
| Close | +3 |
| Average | +0 |
| Far | -3 |
| Extreme | -5 |
| Max Range | -10 |

| Cover | To Hit |
|-------|--------|
| None | +0 |
| Minor | -3 |
| Major | -5 |
| Total | -7 |

| Action | Phases |
|---|--------|
| Push Button / Pull Trigger | 1 |
| Regain 1 Recoil PEN | 1 |
| 3 Round "Burst" Attack | 3 |
| Rushed Change Targets (-10 PEN to Hit) | 4 |
| Fast Draw Weapon: Requires Gunplay Skill check vs. 10, is effective 2 Recoil PEN | 5 |
| Quick Change Targets (-5 PEN to Hit) | 6 |
| Quick Look (-5 PEN to Notice) | 6 |
| Rapid Change Targets (-2 PEN to Hit) | 8 |
| Rapid Look (-2 PEN to Notice) | 8 |
| "Standard" One Second Action | 10 |
| Reload Detachable Mag: vs. 10 | 50 |

| Target | To Hit |
|----------|--------|
| Crouched | -3 |
| Prone | -5 |
| Walking | -3 |
| Running | -5 |

| AREA SPRAY | |
|------------|-------------|
| Dif | Area Size |
| 3 | Small |
| 5 | Man Sized |
| 8 | Medium |
| 10 | Bay Door |
| 12 | Room, Alley |
| 15 | Side Street |
| 18 | Small House |
| | Front |

TRUE PHASE INITIATIVE: Reaction + Talent: Skill

| | | | | | | | | | | | | | | | | | |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|
| Initiative Check : | -10 | -7 | -5 | -3 | 0 | 3 | 5 | 8 | 10 | 12 | 15 | 18 | 20 | 22 | 25 | 28 | 30 |
| Phase Lag : | +30 | +25 | +20 | +15 | +12 | +11 | +10 | +9 | +8 | +7 | +6 | +5 | +4 | +3 | +2 | +1 | +0 |

FACTIONS

RITUALS PAGE

Creativity + Occult : [] + School: _____ OOOO

Will + Strength : [] + Concentration OOOO

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

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Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____