Fists & .45s!

R1: handguns and long guns, R3: automatic weapons, R4: machine guns, R5+: advanced military weapons

Thrown Weapons [Dft]

Acting/Performance [Emp]

Animal Handling [Emp]

Acrobatics [Dft]

Athletics [Fit]

Awareness [Smt]
Dance [Dft]

Demolitions [Smt]

Disguise [Smt]

		Brawn		Toughness (Fitness / 2)
Name: Occupation:		Deftness		Initiative (Smarts + Deftness) /2
Height:Weight:Eye Color:Hair:		Moxie		Damage Modifier (Brawn – 5)
Description:		Smarts		Carry/Lift/Drag (Brawn x10/x20/x40)
		Empathy		Movement/Sprint/Leap (Deftness) / (x2+Athletics) / (Sprint/5)
		Luck	Total	Experience:
		Suon .	Current	
		Skills		
Archery [Dft]	_ Expert [Smt]			_ Navigation [Smt]
Dodge/Escape [Dft]				_ Pilot [Dft]
Fighting [Dft]				_ Persuasion/Deception [Emp
R1: hand-to-hand, R2: light melee weapons, R3: one-handed weapons, R4: two-handed weapons, R5+: exotic weapons				_ Photography [Smt]
Firearms [Dft]	_ First Aid [Smt]			_ Pick Lock [Dft]

Forgery [Smt]

Heavy Machinery [Smt]

Interrogation/Intimidate [Mox]

Knowledge, General [Smt]

High Society [Mox]

Language [Smt] ____

Leadership [Emp]

Equipment

Fitness

	Legerdemain [Dft]						Swimming [Fit]						
		Mechani	cs [Smt	:]		Weaponsmith [Smt]							
		Mental Discipline [Mox]				Wilderness Survival [Smt]							
Shticks													
				Wast									
WA	Dam	RoF	Сар	Weap Rng	70<i>ns</i> Weapon	WA	Dam	RoF	Сар	Rng			
				_									
			Mechani Mental E	Mechanics [Smt	Mechanics [Smt] Mental Discipline [Mox] Shti	Mechanics [Smt] Mental Discipline [Mox] Shticks Weapons	Mechanics [Smt] Weaponsmith Mental Discipline [Mox] Wilderness Su Shticks Weapons	Mechanics [Smt] Weaponsmith [Smt] Mental Discipline [Mox] Wilderness Survival [Sn Shticks Weapons	Mechanics [Smt] Weaponsmith [Smt] Mental Discipline [Mox] Wilderness Survival [Smt] Shticks Weapons	Mechanics [Smt] Weaponsmith [Smt] Wilderness Survival [Smt] Shticks Weapons Weapons			

Vigor

(10+ Fitness + Moxie + Deftness)

Pilot [Dft]

Research [Smt] Ride [Dft]

Science [Smt] _

Sense Motive [Emp]

Streetwise [Mox]

Stealth [Dft]

Total

Current

Target Number

- 0 Easy
- 15 Normal
- 20 Challenging
- 25 Difficult
 - Very Difficult
 Near Impossible
- 40 Impossible