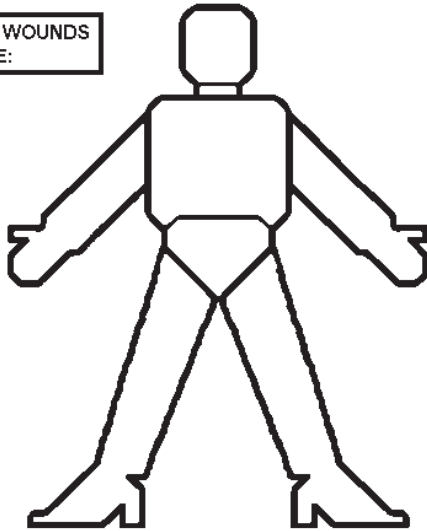




# FRIDAY NIGHT FIREFIGHT™

LIST WOUNDS  
HERE:



Armor SP →	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
	10	17	10	10	10	10

### Armor Type(s) and Location

Subdermal Armor (SP 12 - Torso)  
IR Sneaksuit (SP 10 full body)

## WEAPONS

Weapon	Type	WA	Ammo	ROF	Damage	RCL	Conc	Rel
Slice & Dice	CYB	0	-	-	2d6	-	-	-
Eagletech "Tomcat" Compound Bow	EX	0	12	1	4d6	-	-	-
Shuriken	MEL	-	-	-	1d6/3	-	-	-
Knife	MEL	-	-	-	1d6	-	-	-
Kendachi Mono 2 Katana	MEL	1	-	-	4d6	-	-	VR
Kendachi Mono 2 Wakasashi	MEL	1	-	-	2d6	-	-	VR

REF	13	CL	8	BODY TYPE	STRONG
INT	9	MA	9	SAVE	9

### COMBAT SKILLS

+4 Handgun	+5 Awareness	+5 Athletics	+6 Archery
+3 Rifle	+8 Stealth	+7 Dodge	+6 Combat Sense
- SMG	+6 Melee	var Martial Arts	

## LIFEPATH

16	_____
17	_____
18	_____
19	_____
20	_____
21	_____
22	_____
23	_____
24	_____
25	_____
26	_____
27	_____
28	_____

## BACKGROUND

## NOTES

Martial Arts Bonuses  
 Thai Kickboxing (+8): Strike +3, Kick +3, Block +2  
 Karate (+6): Strike +2, Kick +2, Block +2  
 Aikido (+4): Block+4, Dodge +3, Throw +3, Hold +3, Escape +3, Choke +1, Sweep+3, Grapple +2