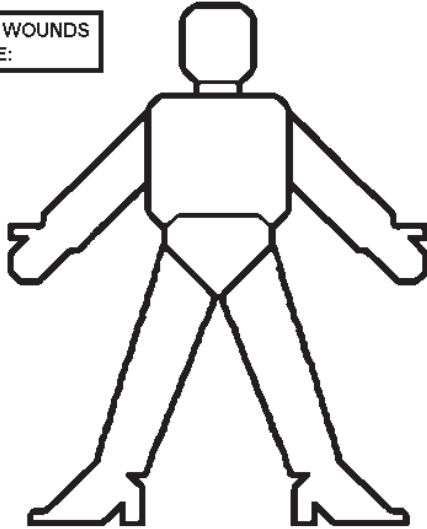


FRIDAY NIGHT FIREFIGHT™

LIST WOUNDS
HERE:



Armor	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
SP →		19	14	14	16	16

Armor Type(s) and Location

Gibson Battlegear (Jeans SP16, T-shirt SP10, Jacket SP14)

WEAPONS

Weapon	Type	WA	Ammo	ROF	Damage	RCL	Conc	Rel
Uzi Mini-Auto 9	SMG	+1	30	35	2d6+1		J	VR
Budgetarms Laser-Niner	P	+1	15/35	1/3/20	2d6+1		J/L	ST
Techtronica 15 Microwaver	P	0	10	2	1d6*		J	VR
Rippers	MEL	0	-	-	1d6+3		-	-
Vampires	MEL	0	-	-	1d6/3		-	-

REF	10	CL	9	BODY TYPE	STRONG
INT	8	MA	7	SAVE	8

COMBAT SKILLS

+8 Handgun	+5 Awareness	+4 Athletics	_____
+3 Rifle	+4 Stealth	- Dodge	_____
+5 SMG	+6 Melee	+4 Martial Arts	_____

LIFEPATH

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

BACKGROUND

NOTES

Karate: +2 Strike, +2 Kick, +2 Block

*Microwaver - in addition to taking damage, targets roll on Microwaver Effect Chart