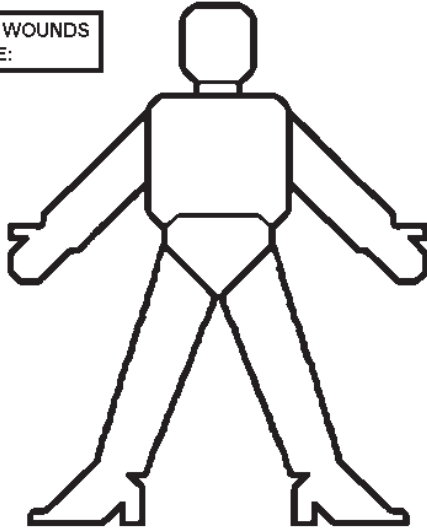


FRIDAY NIGHT FIREFIGHT™

LIST WOUNDS
HERE:



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

Armor Type(s) and Location

Lightmesh Jumpsuit
Skintight Armor: relexive armor, converts all lethal damage to blunt (causes REF penalty)

WEAPONS

Weapon	Type	WA	Ammo	ROF	Damage	RCL	Conc	Rel
Malorian Arms Sliver Gun	P	0	7	2	1d6/2*		J	UR
Sternmeyer Type 35 (silenced)	P	0	8	2	3d6		J	VR
Flash grenades	HVY	0	4	1	Blinds		P	VR

REF	5	CL	6	BODY TYPE	AVERAGE
INT	6	MA	7	SAVE	5

COMBAT SKILLS

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

LIFEPATH

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

BACKGROUND

NOTES

* Flechette rounds generate 2d6 fragments per round, each causing 1d6/2 damage