

## Afterlife Character Sheet (Pick 69)

<b>Name:</b>			
<b>Species:</b>	<b>Age:</b>	<b>Height:</b>	<b>Weight:</b>
<b>Species Notes:</b>			

Attributes		+	Skills (+x)		Portrait
Toughness					
Dexterity					
Strength					
Perception					
Mind					
Charisma					
Speed					

<b>Character Loadout:</b>          	<b>Combat Effects/Wounds:</b>                    <b>Toughness Penalties:</b>
---	--

## Afterlife Character Sheet (Pick 69)

### Approved Character Actions

<p><b>First-Aid:</b> using either your Perception Attribute, or First-Aid Skill, you can attempt to aid a character who has suffered Toughness Penalties or Wound Effects. Describe what your character attempts to do; the difficulty is set by the Combat Effect table, or GM's discretion. You must address each effect separately, always starting with the most lethal effects first.</p>	<p><b>Take Cover:</b> when your character is adjacent to a terrain feature which the GM deems appropriate, you can spend an action to take cover behind it. While in cover, your Effective Toughness receives a +2 bonus, but you lose the bonus as soon as you move again.</p>	<p><b>Use Item/Interact:</b> spend one action to use an item from your inventory or interact with something else in the scene. Refer to that item or interaction's difficulty, as determined by the GM, and the Attribute required to use it.</p>
<p><b>Attack:</b> attempt to attack with the equipped weapon. Use the appropriate Skill or Attribute, ensure that the target is within range, and refer to the weapon's Damage value vs the target's Toughness if the attack hits.</p>	<p><b>Move:</b> you can move up to your character's maximum Speed value in tile distance.</p>	<p><b>Flurry/Burst:</b> usable with automatic firearms or melee weapons, Flurry/Burst allows you to shoot/strike 3 times at the same target. Each d20 roll gets -3 when determining whether the shots hit. Roll for each shot separately.</p>
<p><b>Fan the Hammer/Slamfire:</b> usable with mechanical-action firearms (revolvers, lever-guns, pump-guns, etc), you can shoot six shots (or a reasonable magazine size) with a single action, with range reduced by 2. Each d20 roll gets -4 when determining whether the shots hit. Roll for each shot separately. Skill Required.</p>	<p><b>Rapid Fire:</b> usable with automatic firearms, the Rapid Fire attack consumes both your actions, and allows you to shoot up to 10 shots. You can distribute these shots between up to three targets within 1 tile of each other. Your d20 rolls to hit suffer a -4 penalty. Roll for each shot separately. Skill Required.</p>	<p><b>Lunge:</b> usable only with melee attacks, this action allows you to move up to 3 tiles towards your target to get within melee range and attack in the same action. Every tile you move results in -1 to your roll to hit.</p>
<p><b>Sweeping Attack:</b> usable only with melee attacks, this action allows you to strike every character in an adjacent tile to you, not just one. Each d20 roll to hit gets -2, roll for each character separately. Skill Required.</p>	<p><b>Take Aim:</b> usable with firearms and missile weapons, you can spend 1 of your actions to give your next attack roll a +3 bonus. This does NOT affect the Combat Effect roll if you hit, and it cannot be stacked, but it can carry over to your next turn.</p>	<p><b>Vital Blow:</b> spend an extra action to turn any basic attack into a Vital Blow. This increases the Damage value of the weapon being used by +3 but reduces your roll to hit by -1.</p>
<p><b>Opportunity Attack:</b> uses one action to make an attack during another character's turn if the conditions of the attack are met.</p>	<p><b>Rush:</b> uses both actions to move twice the character's speed value and attack in the same turn. Your d20 roll to hit suffers a -5 penalty.</p>	<p><b>Longshot:</b> Any ranged attack that is over the max range of the weapon suffers a -1 to hit for each unit over the weapon's max range.</p>
<p><b>Stealth Attack:</b> can only be used while undetected by the target, following a successful stealth roll. You make an attack roll, adding your appropriate bonuses. If your roll total meets or exceeds 20, the result is an instant kill or nonlethal takedown and stealth is <b>maintained</b>. If the same d20 roll meets or exceeds the target's Effective Toughness/Difficulty Value, but is less than 20 then the result is a kill/nonlethal takedown and stealth is <b>broken</b>. If the roll fails to meet either value, the target is unharmed and immediately gains the initiative.</p>		