



TN: 14 | Wounds: 2 | Stress: Speed | Range: 1in
Critical: Stunned [TN18]

TN: 12 | Wounds: 0 | Stress: 1
***Push either target or self 3 inches sideways.**
 Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | Dodge: 4 | Protection: 4.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

[illegible]

TN: 16+ Speed | Wounds: Lethal | Range: 10in
Arch: 360 | Reload: Focus
Pistol Whip: May be used as knucks in melee..

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Strength: 2 | Dodge: 4 | Protection: 4.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

Max Stress



TN: 13 | Wounds: 2 | Stress: 0 | Range: 1in
Bleeding | Critical: Decapitation [TN18]

TN: 12 | Wounds: 0 | Stress: 1
***Push either target or self 3 inches sideways.**
 Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | Dodge: 4 | Protection: 4.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

[illegible]

TN: 13 | Wounds: 2 | Stress: 1 | Range: BTB
Critical: Stunned [TN18]

TN: 12 | Wounds: 0 | Stress: 1
***Push either target or self 3 inches sideways.**
 Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | Dodge: 4 | Protection: 4.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

Max Stress



TN: 13 | Wounds: 1 | Stress: 2 | Range: BTB
Critical: Stunned [TN18]

Rick:
TN: 12 | Wounds: 0 | Stress: 1
**Push either target or self 3 inches sideways.*
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | Dodge: 4 | Protection: 4.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

[illegible]

TN: 15 | Wounds: 1 | Stress: 0 | Bleeding, Piercing 3
Range: BTB.

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TN: 12 | Wounds: 0 | Stress: 1
***Push either target or self 3 inches sideways.**
 Critical: Pivot up to 45 degrees [TN16]

Strength: 4 | Dodge: 2 | Protection: 2.
1: 3" - 8" | 2: 7" - 13" | 3: 11" - 16".

Wounds ☐ ☐ ☐ ☐ ☐

Max Stress

Wounds ☐ ☐ ☐ ☐ ☐

[illegible]