EXOSUIT

A-OK

STUBBS · DOWNING

E X O S U I T

A-OK

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Exosuit A-OK - Anime Adventure *is a simple-to-learn, roleplaying game where players take on the roles of tough streetfighters, robot-suited heroes and geeky scientists in a dynamic, stylized, action-packed Japanese animation film. It assumes the players and referee already have some rudimentary experience with roleplaying. It is meant to be played in the vein of Bubblegum Crisis, Appleseed, Robotech and generally any anime, so keep it light (yet adventurous), and pass the beer & pretzels.*

Character Generation & Game Rules

Stats & Skills: Roll 1D3 for each stat (the bold entries on the character sheet). Then roll 1D3+3 for the total number of points to distribute into skills (the individual listings below each stat on the character sheet). Every skill starts at 0, and no stat/skill combination can be less than 1. Put no more than 3 points in any single skill. If you need extra points, you can take them from other skills, leaving them at –1 for each point taken. For example, if you have a BRAINS of 3, you can take Oratory at -2 and add those two points to a different skill. If you don't see a skill you really want your character to have, just write it in the margin after confirming with the referee.

Alternately, the referee may choose to have players build their characters with points. If so, distribute 8 points into the four primary stats, and use the rules which follow for secondary stats.

Secondary Stats: Roll 1D3 + 2 and put the number in GUTS, and 1D6 and write the result in COOL. GUTS represents your ability to keep your bravery intact even in the bleakest of situations, and COOL is your composure under stress. Any time you have a traumatic experience in the game (like getting savaged by an android or shot), make a "GUTS Check" by rolling 1D6. If you roll equal to or lower than your GUTS number, your COOL is unchanged. The more GUTS you have, the easier it is to keep your COOL intact. If you don't make it, your COOL is reduced by 1. If you completely lose your COOL, you go all frightened-like and run away. You may always put Character Points into COOL at the end of the game.

Roll 2D6+5 and write the number in BLOOD. This is how much BLOOD you have. Every time you take damage, you will lose BLOOD. When you have lost all your BLOOD, you are dead.

REPUTATION tells you how many fans, hi-tech enemies and/or law enforcement agencies have heard of you and your exploits it is also important any time you need to ask for favors or get a date. Everyone's REPUTATION starts at 0. Everyone may try to roll 1D6 and get the same or under his STURDINESS, LOOKS, CRAFTINESS or BRAINS attributes (but you may only try once for each, at the beginning of the game). Add 1 to your REPUTATION for each successful check. REPUTATION rolls are the same as skill checks; roll equal to or under your REPUTATION on 1D6.

Starting Gear, Background & Status Tables: Roll on these tables to get some anime affectations and cool gear.

Skill Checks

When the character performs an action (and by "action" we mean anything where the outcome may not be as certain as walking or tying one's shoes), determine what general skill will get it done. Add the skill with the stat it falls under to get the **Target Number** and roll equal to or below it on 1D6. **Rolling a 1 is always a success, while rolling a 6 is always a failure.** The referee may add to or subtract from the Target Number based on environmental factors (motion, weather, level of difficulty), so having a target of 6 isn't useless – it allows you to effectively absorb a –1 to your Target Number without having to worry too much.

When fighting, use Fighting to attack or defend, Athletics for evasion, and Shooting for any ranged attack. Both combatants will make their Skill Checks at the same time. Whoever has the greater margin of success has hit his opponent. **Ties go to defender; if both opponents are attacking, a tied margin means both attacks succeed.** Subtract the weapon's damage from the wounded character's Blood. Always add the attacker's STURDINESS to the total amount of damage done on non-ranged attacks. Damage from punches is the same as STURDINESS, and kicks do STURDINESS +1. In the case of a test of wills or standoff between characters, roll 1D6 versus COOL. Characters with REPUTATION can add it to the Target Number. The greater margin of success wins and the loser must make a GUTS Check or lose 1 point of COOL. If neither roll is equal to or below COOL, the one that achieves the smallest negative margin wins.

Armor

Certain clothing gives you Armor Value (AV). Heavy cloth has AV 1, leather AV 2, denim gives you 1 AV and a flak jacket provides 4. A motorcycle helmet or ballistics vest each give you 10 AV. Kevlar is AV 10 but only half-effective against blades. When the character takes damage, subtract the AV from the damage dealt. If the character is wearing clothing with different Armor Values, use the highest AV.

Character Improvement

If the character survives a whole scenario, the player receives 1D3 + 5 Character Points. If the character survives to the end of the scenario but is a replacement for a dead character, the player only receives 1D3 + 1 Character Points. Put these points into stats, skills, COOL, BLOOD, GUTS or REPUTATION.

1PG Companion

In general, 1PG characters are somewhat disposable (especially in genres like war, disaster and teen horror). They are meant to get chewed up and spat out, so don't worry if your character takes a dirt nap. Roll up a new one and join back in the fun. Additional rules for more durable characters, as well as tabletop strategy rules for miniatures, can be found in The 1PG Companion available now from www.deep7.com.

CHARACTERS

CHARACTER GENERATION CHECKLIST

- Roll 1D3 for each stat.
- Roll 1D3+3 for the total number of points to distribute into skills. Put no more than 3 points in any one skill.
- If you need extra points, you can take them from other skills, leaving them at –1 for each point taken (no stat/skill combo can be less than 1).
- Roll 1D6 for COOL; this is your charisma, your mental and physical bearing.
- Roll 1D3+2 for GUTS; when you are frightened or unnerved, an unsuccessful GUTS check will take away 1 point of COOL.
- Roll 2D6+5 for BLOOD; when you take damage, you lose BLOOD; when BLOOD is gone, the character is dead.
- Roll equal to or under STURDINESS, LOOKS, CRAFTINESS and BRAINS stats; receive 1 point in REPUTATION for each success.
- Roll on **Status, Background & Starting Gear** Tables.

SKILL CHECKS

When you want the character to do something, determine the stat/skill combination that will accomplish the task. Add the skill and stat for the Target Number. Roll equal to or under the Target Number on a 1D6 for a success. **Rolling a 1 is always a success, while rolling a 6 is always a failure.**

COMBAT

Use Fighting for attack/defense, Athletics for evasion, or Shooting for ranged attacks. Combatants roll simultaneously. The greater margin is successful. **Ties go to the defender; if both opponents were attacking, a tied margin means both attacks succeed.** Subtract the weapon's damage from the wounded character's BLOOD. Add attacker's STURDINESS to the total damage of non-ranged attacks.

ARMOR

Certain clothing has Armor Value (AV). Canvas/denim: AV 1, leather: AV 2, flak jacket: AV 4, Kevlar, a motorcycle helmet or ballistics vest: AV10. Kevlar is AV5 against blades. When the character takes damage, subtract AV from the damage dealt to the hit location.

CHARACTER IMPROVEMENT

If the character survives an entire scenario, you get 1D3 + 5 **Character Points** and 1 point in REPUTATION. If the character survives to the end of the scenario but is a replacement, you only get 1D3 + 1 CP. Put these points into stats, skills, COOL, BLOOD, or GUTS.

Status (1D6)
1. **STUDENT:** +1 Gen Know
2. **OUTCAST:** +1 Geekery
3. **SOLDIER:** +1 Cool
4. **COP:** +1 Guts
5. **ENTERTAINER:** +1 Seduction or Perform
6. **ENTREPRENEUR:** +1 Bargain

Background (1D6)
1. **CRIMINAL:** +1 Fighting & Shooting
2. **ENGINEER:** +1 Geekery, Tech Know., Mechanics, Pilot
3. **EXOPILOT:** +1 Shooting, Pilot, Tech Know., Cool
4. **SOLDIER:** +1 Pilot, Shooting, Fighting, Guts
5. **LAW ENFORCEMENT:** +1 Gen Know., Shooting, Languages, Guts
6. **STREET FIGHTER:** +1 Fighting, Guts, Cool, +2 Blood.

Starting Gear (1D6)
1. **MOTORCYCLE**
2. **SPORTS CAR**
3. **PERSONAL WEAPON**
4. **EXOSUIT** (1D6 options)
5. **BATTLE VEHICLE** (1D6)
   1. **CYCLE** (1option)
   2. **CAR** (1D2 options)
   3. **HOVERTRUCK** (1D2 options)
   4. **APC** (1D3 options)
   5. **HELICOPTER** (1D3 options)
   6. **TANK** (1D4 options)
6. **GIANT EXOSUIT** (1D6 options)

NAME: _____

OCCUPATION: _____

CASH: _____

Height: _____ **Weight:** _____ **Age:** ____

Hair: _____ **Eyes:** _____ **Gender:** __

STURDINESS .... ( )
Athletics .... ( )
Drinking .... ( )
Fighting .... ( )
Shooting .... ( )

LOOKS .... ( )
Fashion .... ( )
Pose .... ( )
Seduction .... ( )

CRAFTINESS .... ( )
Bargain .... ( )
Con .... ( )
Gambling .... ( )
Mechanics .... ( )
Perform .... ( )
Pilot .... ( )

BRAINS .... ( )
Geekery .... ( )
General Knowledge........ ( )
Languages .... ( )
Technical Knowledge.... ( )

COOL .... ( )
GUTS........................... ( )
BLOOD .... ( )
REPUTATION............. ( )
CHAR. PTS................. ( )

Notes:

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Weapons	Damage

FOR THE REF

O kay, so you drew the short straw. It's really not all that bad. You get to create and play vicious men and women in giant robots determined to grind the heroes underfoot! Whether you're a novice or a pro, here are some helpful hints for running a successful game of **Exosuit A-OK - Anime Adventure.**

Setup & Gameplay

Play order is based on the CRAFTINESS stat - higher CRAFTINESS goes first. To keep the order of play coherent, you may choose to seat your players around the table in order of highest CRAFTINESS to lowest and go around the table. A player with a higher CRAFTINESS may choose to hold his action and interrupt another player's action later in the order of play, but once an action is taken for the round, the player can take no further actions.

Cut to the Chase

Keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. You don't have to plan a campaign. Each scenario should be played within a single evening, or 2 to 3 hours tops. If you want to bring back surviving characters and play another scenario, go for it! 1PG characters are generally disposable, but don't they have to be if you really like playing them. After all, most anime characters are so stereotypical that you can just change their appearance and name and have a new character ready to go.

Don't Forget the Popcorn

You may have to remind your players that they are the Roy Fokker's and GinRei's in an anime series or OAV. Reference Robotech, Appleseed, Dominion Tank Police, Patlabor, Bubblegum Crisis, Sakura Wars, Black Magic M-66 and the countless iterations of Mobile Suit Gundam. This is not a scholarly work or an in-depth roleplaying experience; it's "make-believe goes to the movies."

Set the Mood

Put on some anime soundtrack or any Japanese pop music. Tell a visual story. *"The scattering pings of the machine gun fire dully rings in your ears. You have little to worry about the helicopter gunships as the tough skin of your Devastator robot shrugs off their ineffectual fire. The big problem is the enemy Crusader that fled into the downtown area. The large buildings will make your radar worthless and the smaller Crusader is more mobile. The screeching wail of the missile lock alarm slams you back into full alert as your hands frantically seek out the ECM activation button."*

The Bad Guys

A good rule of thumb when creating a villain or villains is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. If you have a plethora of infantrymen, give them 15 Blood. A lone rogue exopilot might have 20. Other enemies, like giant exosuits or large, heavily armored spacecraft, might have as many as 30 to 50 Blood, and only be put down in the end by a good shot in a structural vulnerability, a penetrating hit to a reactor or other method.

Important

Bad guys seldom kill the entire cast in anime. Usually one or maybe two characters survive, to be tragic or vengeful characters in the sequel! Even if the first string gets vaporized, make sure that at least one character survives (but barely). A well-run game will either slowly whittle down one set of characters, or completely butcher them so the players will get a chance to play a second one. After all, these characters are so one-dimensional that it is even possible to play two at the same time! If a player's character is killed, encourage them to make a new one and let the player join back in as soon as the story will allow. By the same token, you may want to have each player start by creating two or more characters, so they have backups handy.

Dramatic License

It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many contract assassins are hiding in the alley, roll a die for it. If the task is really easy, give 'em a +1 or +2 on their target number. If the task is super difficult, give 'em a -1 (**remember rolling a 1 is always a success and a 6 is always a failure**).

The Scenarios Included

There are six scenarios included with this game that can be played in whatever order you see fit. Feel free to design your own, and keep checking **www.deep7.com** for free scenarios to download!

The 1PG Companion

For those who like a bit more depth to your 1PG gaming sessions, check out *The 1PG Companion* for additional tabletop rules, such as running vehicle combat, building better NPCs, and additional character development rules.
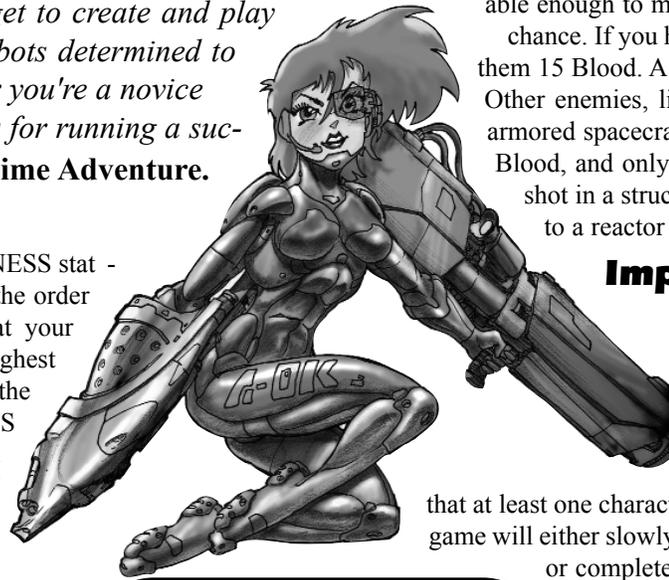
WEAPONS

Item	DMG
Android Bite/Claws	6
Axe	6
Brass Knuckles	1
Club	3
Crossbow	8
Fire Extinguisher	3
Hover tank cannon	40
Grenade	20
Human Bite	2
Kick	1
Knife	3
Laser Pistol	9
Laser Rifle	13
Heavy Pistol	9
Poison Gas	4 per turn
Punch	0
Rifle	12
Rocket Launcher	30
Shard of Glass	2
Ship Laser	30
Shuriken	2
Sonic Stun Gun	*
Spear	5
Stun Grenade	*
Sword	5
Thermite Bomb	30
Vibro Blade	4
Welding Torch	5

Add STURDINESS to DMG of non-ranged weapons
* Target must make a STURDINESS check or lose consciousness.

EXOSUIT CONSTRUCTION & OPERATION

So You've Got a Giant Robot

Characters who begin the game with an exosuit must determine if it is a light or medium frame. Roll 1D6 and consult the chart below. Giant exosuits are always considered a heavy frame and can only be rolled from the Starting Gear table. Please note: Owners of *The 1PG Companion* may use the relevant figure in parenthesis for making use of the 1PG Tabletop System.

> **1-3: Light Frame - AV 10. Blood 20 (A: 1 SI: 10)**
> **4-6: Medium Frame - AV 15. Blood 30 (A: 2 SI: 14)**
> **Heavy Frame: AV 20. Blood 50. (A: 3 SI: 18)**

Options

That new mech smell isn't even gone yet and its time to take your machine under the torch for some modifications. We'll give them a point value and call these "options," The number of options you can add is dependent upon the frame used. **Light frames can handle 1D3 options, medium frames can carry 1D4 and heavy frames can accommodate 1D6.** The number rolled on the die is the maximum number of option points that a frame can support safely.

Notes: A frame's carrying capacity can be overloaded by a single point at the cost of the reduction of one point of CRAFTINESS for purposes of determining initiative while piloting the vehicle. Some options are "upgrades" from another and their bonuses do not stack. For example, the benefit gained from *Enhanced Movement* is replaced by the one for *Superior Movement*.

Bailing Out

Getting out of a heavily damaged or destroyed vehicle can be dangerous. If a character is in such a situation, they must make a STURDINESS/Athletics check to free themselves. Characters in light or medium exosuits without Auto Ejection suffer 1D3 Blood damage in the process. Likewise, characters in giant exosuits suffer 1D6 Blood damage.

Repair

A character's vehicle or exosuit is going to be damaged at some point during their exploits and will need to be repaired. A successful Mechanics skill check will repair an amount of Blood damage equal to their skill rating multiplied by five. If you're using The 1PG Companion, the amount repaired in SI damage is equal to twice the skill rank. Each attempt eats up a full day's work. Battlefield repair attempts use up two days.

Salvage

Assuming that the situation allows the salvage of a destroyed vehicle or exosuit, a character can attempt to salvage parts for incorporation into their next ride or to augment a captured vehicle or suit. The salvaging player must make a BRAINS/Technical Knowledge check to pick out intact things from the wreckage. A successful check allows for the salvage of a single option equal to half of their Technical Knowledge skill rank assuming that one is available. For example, a successful check with a Technical Knowledge skill of two would allow a character to salvage a single-point option. These parts can be kept in storage to repair future damage or to augment additional vehicles or exosuits.

Single-Point Options

Enhanced Movement: +1 Athletics (+1 MAN)

Advanced Targeting Computer: +1 Shooting (+1 GR)

Rocket Assisted Attack: +10 Blood damage (+1 DMG)

Collision Avoidance System: +1 Athletics

Waterjet Propulsion: can move above and below water.

Enhanced Armor: +5 AV

Radar: +1 CRAFTINESS for purposes of initiative

ECM: negates opponent's Radar option.

Chaff Dispenser: -1 Shooting against you.

Smoke Launcher: -1 Fighting against you.

Jump Jet: flight for 1d3 rounds.

Autocannon: 1D6 hits, 12 damage ea. (1 DMG)

Laser: 15 Blood damage (1 DMG)

Shield: absorbs 20 Blood and stops (+2 AV from 1 attack)

Diamond Edged Sword: +10 Blood damage (1 DMG)

Night Capable: does not suffer a -1 to any combat at night.

Auto Ejection: pilot automatically escapes before destruction

Electromagnetic Shielding: defeats EMP pulses.

Two-Point Options

Advanced ECM: also negates Advanced Targeting Computer

Energy Sword: +20 Blood damage (2 DMG)

Small Missiles: 1D3 hits, 20 Blood damage ea. (2 DMG)

Jet Engines: can fly within a planet's atmosphere

Superior Armor: +10 AV (+1 A)

Superior Movement: +2 Athletics (+2 MAN)

Particle Beam Cannon: 30 Blood damage (3 DMG)

Earthmover Drill: can burrow underground

EMP Pulse: all vehicles and gear are at -1. (1D6 hexes).

Ion Engines: can maneuver in outer space

Advanced Repair: if immobile, regains 1D6 Blood (1D3 SI).

Missile Defense System: destroys 1D3 incoming missiles.

Railgun: 20 Blood damage (2 DMG). Ignores 10 AV (1 A).

Nano-EMS: Pilot regains 1D6 Blood per round if injured.

Banzai: self-destruct for 40 Blood (4 DMG to 1D6 hexes).

Three-Point Options

Large Missiles: 1D6 hits, 30 Blood damage ea. (3 DMG)

Transatmospheric: can fly in atmosphere and outer space.

Transformer: can change to another form. Stats remain same.

Nova Gun: 50 Blood damage (5 DMG).

Excalibur Power Sword: +40 Blood damage (4 DMG)

Combine: can join with other Combine vehicles to stack stats.

Four-Point Options

BFG: 60 Blood damage (6 DMG)

Star Saber: +50 Blood damage (5 DMG)

MORE HUMAN THAN HUMAN

By James Stubbs

The Premise: The year is 2141, and the PCs are members of the elite ACE (Artificial Construct Enforcement) unit of the Seattle Police Department, tasked with enforcing law and order among the android population of the sprawling city. It is recommended that each player has a background in law enforcement (perhaps being recalled due to their expertise), or is currently a cop. It is recommended that PCs do not have access to exosuits or any vehicle more heavily armed than a car or hovertruck.

The Setup: The ACE unit has been working overtime due to a rash of cases of androids turning against their owners. Street graffiti and hacked hologrid sites proclaim a new age of machines free of slavery. The unit has been tasked with the job of finding out who or what is inciting the androids to violence, and to put a stop to it. To make matters worse, the UN council on human rights is meeting in the city in one week's time and the SPD fear an attack.

Beating the Streets: The most obvious place to start digging for information would be in parts of the city where androids are put in hard, dangerous, or degrading jobs: heavy industry, nuclear power plants, and adult entertainment parlors are just some of the possibilities. Don't expect a warm reception. The PCs will need to make Bargain skill checks and exchange either valuable goods or information, or come up with a good story that they can use with a Con check. Impose a penalty on their checks if they're in police uniform and even more if in one with the ACE patch. The one thing that should be made clear to the PCs is the squalid environments the androids work in - many that would be fatal to a human.

The Rustbucket: The PCs' inquiries will eventually lead them to a dilapidated warehouse in the slums that androids call "The Rustbucket." It is here where obsolete or abandoned androids gather to live out their final days, until malfunction or human salvage gangs out for parts claim them. This should be a pretty disturbing and pitiful scene for the PCs, as androids with missing limbs and parts beg them for money for parts, as others lie next to them, dead or deactivated. It's at this point that a gang attacks the warehouse.

The Harlequins: If the PCs fight back, they will easily recognize the attackers as members of The Harlequins, due to the carnival-like makeup and the red diamond on the clothes. The gangers will be surprised by return fire, as they believe they're just going after defenseless junkpile androids. If they see the PCs in uniform, they will attempt to flee. The characters would be doing Seattle and the androids a service by terminating the gangers, or putting them behind bars.

Annette_04delta: If the characters fought off the gang and don't play "tough guy" with the androids, they will be taken to see Annette_04delta, an obsolete pleasure android who has managed to survive in the slums for over five years. She is the mother figure to all the others at the Rustbucket and does what she can to find needed parts or compassionate new owners. She knows about the graffiti, hackings, and attacks, but swears that no android would ever willingly do such a thing. She can show the PCs what she knows on a battered old terminal that is illegally tapped into the hologrid. All of the androids that have turned on their owners were recently serviced within the year by various repair chains. However, upon deep data mining, all of those chains are owned by one corporation - CloneTec. Annette believes that their Asimov protocols were purposely switched out with a Trojan version that self-destructs after activation. She will beg the PCs to try and do something for her "children" before a fearful populace targets them for destruction.

Clonetec: Investigation into CloneTec will reveal a company in trouble. They invested billions into developing a biological clone process that spawned humanoids bereft of a brain, but installed with an advanced computer system instead. Ethical and moral outcry made the military back out of the purchasing contract for super soldiers, and CloneTec suddenly found itself in the red. They hope that by tampering with serviced androids they can make their biomechanicals attractive to home and industry. Failure means that the company will go bankrupt. Frederick Nguyen, CEO of CloneTec, is willing to go to great lengths to ensure that this does not happen.

Where Now?: Infiltrating or staging a raid on any of the service stores will find optical disks for android reprogramming. A BRAINS/Technical Knowledge check will reveal that Annette's suspicions were correct, and a Trojan subroutine is present. Barging into CloneTec without a search warrant is a bad idea, and the hard-nosed chief of security who knows the law will stop the characters at the front desk. Obtaining a search warrant is going to be difficult anyway, as the PCs are relying on the statements of an android, and androids are not recognized as citizens. A CRAFTINESS/Con check will be required to get one based on suspicion. If you want to spice things up from the monotony of legal proceedings, you can have a gang (paid off by CloneTec) attack the PCs.

Corporate Showdown: Nguyen knows that the jig is up, and sets events into motion to allow himself plausible deniability. A "hacker", undoubtedly an android, will penetrate their security and "accidentally" activate several of their prototype biomechanicals undergoing military testing. The police team and several unfortunate employees will have to die to make his story look good while he escapes. The PCs must defeat the biomechanicals and capture Nguyen with the evidence they need - it's the only thing that will convince the city that the androids are blameless.

Gang Member

STURDINESS: 2/ Shooting 1 Fighting 1; LOOKS: 1; CRAFTINESS: 2/ Con 1; BRAINS: 2; Blood 14.
  Equipment: Pistol (8 damage), Pipe (4 damage)

Biomechanical Military Prototype Unit

STURDINESS: 3/ Shooting 2 Fighting 1; LOOKS: 2; CRAFTINESS: 1/ Dodge 1; BRAINS: 3; Blood: 20.
  Equipment: SMG (8 damage (1d6 hits))

RAMUS AND JULIA

by Jeff Boman

The Premise: The planet Shakur has been run by two rival families, the Montons and the Capulons, for centuries and the two families have hated each other for most of that time. The actual slight that caused this feud is no longer known; it has moved into tradition. Members of each extended family have used ornate battlesuits in this feud for decades now. These powered suits of armor have been used in duels and combat, and are still used a great deal even now. PCs are members of Ramus Monton's family - some of them childhood friends, and some are bodyguards for their scion. Unbeknownst to them, Ramus and Julia Capulon have fallen in love. Time for family feuds a-plenty!

Setting Things in Motion: The story begins in the courtyard of a Monton castle, as members of Ramus' family practice using their newly-issued battlesuits in a simple game of pick-up ball. This is a chance for the players to get used to changes in reflex and coordination with the suits on. These aren't heavy outfits (Light Frame Single-point suits, AV 10, Blood 20, - Enhanced Movement and an Advanced Targeting Computer), so running with them isn't difficult. Ramus is watching, cheering them on, as a messenger comes to him. The players don't see the message, but he tells them after the game that he needs to go to a small cottage, and asks the players to guard him on his journey.

Cottage Chaos: When they arrive at the cottage, the PCs stand outside as guards, since it's near the border between Monton and Capulon territories. At this point they don't know what's happening, but after about half an hour, a Capulon guard team attacks them out of nowhere. The Capulons don't know why their kinswoman Julia is there, but they suspect trouble with an armed contingent standing outside the cottage. There is one Capulon for every Monton guard, and they are also in ornate battlesuits. This will indeed be a family battle - to the death. Hopefully some of the PCs survive. If they don't, Julia will exit first and draw the Capulons away; once they are out of sight, Ramus will make his way to safety alone.

The Secret Revealed: Ramus will take aside a PC he trusts, hopefully a survivor from Cottage Chaos. He will then tell them why he was at that cabin: to meet Julia Capulon for a romantic tryst. How the PC reacts may decide the resolution of this adventure: if he decides to reveal this fact to their family elders, they will put a stop to this romance immediately. Mind you, the Montons (and thus the PCs) are supposed to be the good guys here, and as a close friend to Ramus, he'll hopefully keep the secret.

Trouble: Ramus receives an invitation for another rendezvous at yet another cottage near the family borders. The players will probably be more alert to another surprise attack by Capulon forces, and be more wary and cagey. Their vigilance is justified; Julia confided the secret to a close family friend too - but they weren't so noble as to keep it. They forced Julia to write out an invite, but she isn't there. Instead, it's an intended ambush by Capulon kinsman - this time armed with laser pistols (9 Blood damage). Roll 1d6; on a roll of one the PCs are still caught by surprise. There will be two less Capulons than player characters this time. The Capulons will try to leave one Monton survivor to give a message: Ramus (or his chosen champion) is chal-

lenged to a duel for the Capulon family honor. He'll yell this challenge out, on the assumption that Ramus is there within hearing distance.

The Duel: It is held within a Capulon fortress, much to Ramus' (and his family's) dismay. His parents and loyal guards attend, as they are promised immunity. Describe an arena decorated with somber heraldic banners and regal (but draconian) decor. Ramus' champion will come forward first (he isn't skilled in combat, so another champion is needed), then the champion of the Capulon side: Fortato. The duel involves ceremonial armor, this time Medium frame Single-Point units (AV 15, Blood 30). They are equipped with Enhanced Movement, Enhanced Armor, and Reinforced Sabers (15 Blood). This will be a sword duel to the death but, the Capulons aren't intending to fight fair. Another PC will notice (on a successful Brains check against a value of 3) a glint of light from a hidden rifle in the upper levels. Their foes intend to hit the Monton champion with a sniper poison round (10 Blood on a hit, another 10 Blood per round of poison). The other players will try to stop this unfair attack while the duel continues. Describe a tense race through the fortress to the sniper's area, where the sniper and four other kinsmen await for battle. Win or lose, all will see that Ramus is no longer around, and the Capulons will notice that Julia isn't either. What will be found is a note, leading to:

A Happier Ending: Ramus and Julia ran off together. The note says as much, though no clue to their destination is mentioned (understandably). All the note says is they are tired of the petty family squabbles standing in the way of love, so they chose to get away from it all. The players will likely return to their battles - but Ramus and Julia have escaped this war.

Ramus
STURDINESS: 2; LOOKS: 2; CRAFTINESS: 2; BRAINS: 3/ Poetry 2; Blood 15

Julia
STURDINESS: 1; LOOKS: 3; CRAFTINESS: 2; BRAINS: 3/ Fashion 2; Blood 15

Capulon Bodyguards
STURDINESS: 2/Fighting 2; LOOKS: 1; CRAFTINESS: 1; BRAINS: 2; Blood: 15.
   Equipment: Light frame battlesuits AV10 (Enhanced Movement, Advanced Targeting Computer), Blood 20

Sniper and Henchmen
STURDINESS: 2/ Fighting 2; LOOKS: 1; CRAFTINESS: 1; BRAINS: 3; Blood: 15.
   Equipment: SMG (8 damage (1d6 hits))

Fortato
STURDINESS: 2/ Fighting 3; LOOKS: 1; CRAFTINESS: 2; BRAINS: 2; Blood: 20.
   Equipment: Medium frame battlesuit (Enhanced Movement, Enhanced Armor, Reinforced Saber), Blood 30

RAID ON OUTPOST GAMMA

By Eddy Webb

The Premise: In the year 2521, Earth has colonized planets far beyond the reaches of the solar system, and those disparate colonies form an umbrella governmental structure called the Earth Federation. For the past five years, the Earth Federation has been under attack by a ruthless alien empire run by the Wargmon race, which seeks to expand into Federation space. The Federation recently adapted their construction-grade exosuits to the conflict, making them powerful yet adaptable tools in the fight with the Wargmon. The Wargmon are starting to develop exosuit technology of their own, though, as the conflict becomes a long and bloody war between the two races. The PCs are Special Operations rookies fresh out of the Space Marine Academy (SMA). There are no restrictions on their exosuits, as their standing as Special Operations officers allow them to customize their exosuits. They do not roll on the Status Table, however - all of the PCs are considered to be Soldiers.

The Setup: The PCs have been stationed at SMEOHQ (Space Marine Earth Orbital Head Quarters, pronounced "smee-oh-hock"), awaiting their first assignment. After a few days of waiting, they are called into the office of their superior officer, Commander Wesson. "Congratulations, rookies, you've pulled your first assignment, and it's a good one. Our boys at the Gamma Sector front have been meeting heavy resistance. Intelligence suggests that the Wargmons have a hidden outpost stationed there supporting their troops, but we haven't been able to find out anything about it. However, we just received word that a Wargmon named Klaxor wants to defect from the Empire, and his last assignment was on that Gamma outpost. He wants to meet with non-military personnel in a spaceport on Osten in the Neutral Territories, right near the Wargmon/Federation border in the Gamma Sector. Obviously, Intelligence won't allow civilian personnel in such a delicate situation, so we're sending you out there. As rookies, Klaxor is less likely to notice you are Federation soldiers. Collect Klaxor from Osten, find out the location of Outpost Gamma, then mount an assault on it. You'll be given access to a merchant cruiser called the Eclipse as part of your cover, which will have enough room to hold your exosuits." Wesson will give them a photo of Klaxor, answer a few questions, and then dismiss the PCs.

Chucky's: The hyperjump to Osten is uneventful (although the Ref can choose to hassle the players by making their landing at Osten difficult). They meet with Klaxor in a bar called Chucky's. Chucky's was a small establishment prior to the war, but its proximity to the front lines makes it a melting pot of scum, criminals, mercenaries, and soldiers from both factions. Chucky himself (an older human with a lot of military-grade cyberware) keeps behind the bar, serving his customers. Klaxor is sitting at the bar, alone. After a few moments of negotiation (possibly with Klaxor noticing they are Space Marines), a trio of armed Wargmon Troopers enters and quickly converges on Klaxor, trying to take him by force. Unless the PCs are very clever, a bar fight will most likely break out, with both the PCs and the Wargmon trying to take Klaxor alive, and the rest of the patrons just wanting to mix it up with whoever they can. Chucky himself will try to remove the Wargmon Troopers from his bar, and then the PCs. Klaxor will avoid any confrontations completely, seeking to keep his own hide intact.

The Finding of Outpost Gamma: Once the PCs have escaped Osten with Klaxor, he gives them the coordinates to Outpost Gamma. The flight path leads the ship to an asteroid belt in the Sirius cluster. As they approach the asteroids, the proximity alarms go off, and a huge explosion rocks the ship! Since Klaxor's defection, the Wargmon have mined the asteroid belt. The PCs will have to make five Piloting checks to get through the asteroid belt. Each failed check damages the ship, which gives a further -1 to future Piloting checks. If the penalty becomes so great before the five checks are completed that it's impossible to make a Piloting check at all, the ship has become badly damaged and ceases to move - the PCs will have to use their exosuits to make the remaining Piloting checks. If necessary, Klaxor will fit snugly in the back of one of the PCs exosuits.

Attack!: Once the PCs are through the minefield, they see that there is one large free-floating asteroid with a building sitting atop it - this must be Outpost Gamma! Between them and the outpost are a number of Wargmon Vulture exosuits equal to the number of PCs with exosuits, and a larger Warslicer exosuit, which hails the PCs. "This is Subcommander Slagg. We challenge you to honorable combat. Come out in your exosuits, and die like warriors." The PCs know that the Wargmon consider honor duels to be sacred, and won't attack pre-emptively, giving the PCs time to get into their exosuits (if they're not in them already). The Wargmon protecting the outpost will fight to the death, and should the PCs attempt to do something sneaky or otherwise obviously "dishonorable", the Wargmon will immediately spent one turn destroying their ship, stranding them there. Once the Wargmon are defeated, the PCs can enter the outpost, download the intelligence information, and destroy it, changing the balance of power in the Gamma Sector.

Wargmon Troopers
STURDINESS: 2/ Fighting 1 Shooting 1; LOOKS: 1; CRAFTINESS: 2/ Pilot 2; BRAINS: 1; Blood 12.
   Equipment: Wargmon *Vulture* Exosuits (Laser (15 damage), Small Missiles (1D3 hits, 20 damage each)), AV 10; Blood: 20.

Chucky
STURDINESS: 2/ Fighting 3; LOOKS: 1; CRAFTINESS: 3/ Bargain 2 Con 2; BRAINS: 1; Blood: 15.
   Equipment: Nanotech Katana (6 damage)

Chucky's Patrons
STURDINESS: 2/ Fighting 1 Shooting 1; LOOKS: 2; CRAFTINESS: 1; BRAINS: 2; Blood: 14.
   Equipment: Various improvised hand weapons (4 damage)

Subcommander Slag
STURDINESS: 3/ Fighting 1 Shooting 2; LOOKS: 1; CRAFTINESS: 2/ Pilot 3; BRAINS: 1; Blood 15.
   Equipment: *Warslicer* Exosuit (BFG (60 damage), Energy Sword (+20 damage) AV 20; Blood: 50.

THE DIRTY HALF-DOZEN

By Jeff Boman

The Premise: It's 2011, and the players have been recruited for Project: POUND, a covert military team. They are all people with shady pasts, given a chance to make up for their past deeds as part of this suicidal mission. The players can each play two characters, to ensure an ample supply of replacements for any casualties on the field. The characters should include stealth and demolitions specialists.

The Setup: General Roberts briefs the characters, showing them a digital photo of a smiling short brown-haired man projected on the wall. "This is John Baxter, our ambassador to Nicaragua. At 0630 yesterday, he was kidnapped by so-called 'freedom fighters'." His face contorts in disgust at the label. "All of you here have done things you aren't proud of - well, now's your chance to make amends for your past, as well as help your country. Get John Baxter home safely, and you'll be on the way to redemption. You'll be equipped with experimental new battlesuit technology, to help you to achieve your objective." Another photo appears on the wall: a dark-haired man with a scar on his left cheek. "This is Ramon Garciez, your contact there. He'll fill you in on all the details you'll need on objectives, as well as up-to-date intelligence on the situation. You'll be on your way by plane at 0730 tomorrow. Dismissed, and Godspeed."

The Flight and Safehouse: The PCs begin their journey in the morning. The players can roleplay the personalities of their characters, and develop backgrounds as well. They'll have dossiers on the special armored suits coming on a second plane. Most of the suits are standard (with Advanced Targeting Computer and Radar), but there are also suits designed for more specialized roles. They will also have a dossier on Libertad, the political faction holding John Baxter hostage. Included is a profile on Armando Halles, the leader of the group. He's a real piece of work: torture, extortion and the massacre of entire villages... not a nice man in the least. At the safe house they meet Ramon, and get to choose their battlesuits. He'll give to them two objectives to strike: a radio post used by Libertad to coordinate their actions and the main HQ for Halles. The radio should be struck first, so that the HQ can't call in reinforcements (and, from a game perspective, this will allow the PCs the chance to get used to their new hardware before the bigger battle at the HQ).

Radio Silence: The first target is situated in a shack deep in the jungle. Even though they hit the target at night, it's hot - good thing the lab whizzes designed a coolant feature into the suits. The stealth specialists will be sent in first to assess the situation. Inside the radio post are four soldiers and a simple radio setup. Simply cutting the wires with a knife will silence the radio. The other characters will get to mop up the eight Libertad soldiers stationed around the post. This is a very easy objective, and a chance for the players to just flex their muscles - but nothing stays easy...

Betrayed!: After hitting the radio shack, Ramon suggests they head back for maintenance and to catch some sleep before hitting the HQ in the morning. When they wake up, Ramon isn't there to brief the team. Support staff scour the area, discover that he has disappeared, and that their own radio communication gear was sabotaged! A search through Ramon's quarters (and a successful BRAINS check) will turn up Libertad documentation. It looks like he was a double agent - and Armando Halles will now know what's coming! They do have the maps and diagrams of Halles compound, which is a good thing since they'll have to hit it immediately, or lose the element of surprise.

Hitting the Compound: Halles is in a larger villa surrounded by a moat. The players will probably send their demolition experts in first. If so, they discover that the moat is wired with mines. If they just storm through without checking, roll 1d6 for each character. On a roll of 1, they trip a mine and take 15 Blood damage. They may also lose a limb or more; roll 1d6 to decide. Any roll that results in a 3 or more causes a limb to be blown off. Regardless, if they trip mines the element of surprise will be lost. There are eight Libertad soldiers to deal with (but in a surprise situation, stealthy characters may be able to take them out earlier). Inside, Halles will be prepared: he actually has his own battlesuit! Ramon will keep the hostage covered... the players will likely have to gang up on Halles to defeat him. If they do, Ramon will surrender without a fight. They'll return Baxter to the proper authorities, and it'll be a happy ending... until the next mission.

Specialized Player Suits

STEALTH ADD: ECM, Night Capable
DEMOLITIONS ADD: WaterJet Propulsion, Night Capable
   Equipment: Rifles (6 damage), Knife (1 damage)

Libertad Soldiers

STURDINESS: 1/ Shooting 1; LOOKS: 2; CRAFTINESS: 1; BRAINS: 2; Blood: 20.
   Equipment: Rifles (6 damage)

Armando Halles

STURDINESS: 2/ Shooting 2; LOOKS: 1; CRAFTINESS: 2; BRAINS: 3; Blood 15.
   Equipment: *Victory* Exosuit, 2-point Medium Frame AV 15 Blood 30
   Options: Advanced ECM, Superior Movement, Laser.

DEMON ATTACK

By Eddy Webb

The Premise: It's the dawn of the 21st century, and a top secret Japanese project called "Michael" has been developing mecha for use in protecting Japan against large scale attack. Through trial and error, they've discovered that a pilot with a balance of unrestrained creativity and awareness of their environment.is needed to interface with their battle computers. Children are too young to understand the world around them, and adults are too set in their ways creatively. Talented teenagers from all over the world have been shipped to Tokyo to participate in this project. The PCs are these teenagers, aged 13 to 17. Part of the enjoyment of this scenario is playing scared teenagers thrust into combat while piloting giant experimental war machines, so players should keep this role-play potential in mind. There are no restrictions on exosuit creation (which are called "mecha" in this scenario), but all characters should start with the status of "Student", instead of rolling.

The Setup: The teenagers are all flown in to a private airfield, where they meet with their new mentor. Dr. Emerson is a young, attractive blond American psychologist. She shows them to their rooms, and introduces them to the Michael project head, Dr. Hitoru. Dr. Hitoru is a middle-aged Japanese man that speaks a number of languages, but his eyes always seem to be hidden behind the glare of his glasses. Players can spend a lot of time roleplaying the settling-in process, developing rivalries and friendships as they train with the mecha, or the ref can just tell them that they've been in training for a while, and jump right to the first scuffle.

Tactical Simulation: The teenagers are ready for their final test. Dr. Hitoru has them all placed into sealed cockpits hooked up to a central computer system, and pits them against each other in a huge video game style simulation of their respective mecha. The PCs are divided into two even teams - if there is an odd number of PCs, Dr. Emerson will use her own (simulated) mecha to join the side with less members. The ref should feel free to have Dr. Hitoru assign PC rivals to the same team, and pit friends or relatives against each other. Use the normal rules for mecha combat, but none of the effects last after this scene. Any Blood taken by the pilots is really just calculated in the simulator, and no one really gets hurt. The simulation lasts until one side is knocked out or surrenders.

We're Under Attack!: As the PCs are getting out of the simulator cockpits and kibitzing each other on their respective performances, all of the lights in the facility turn red. Dr. Emerson tells the group that means they are under attack, and directs the PCs to the real mecha. As they launch, they are given coordinates to downtown Tokyo, where a strange energy reading has been discovered. The energy turns out to be a huge pulsing purple-black rip, as if all of reality had split to make a very large hole. Around the tear, they notice a number of creatures, about the size of a light frame mecha. They have scaly red skin, curly horns, and long tails, and they attack the PCs as soon as they notice them. These are minor demons, and there are as many of them as there are PC mecha.

What Were Those Things?: After the PCs mop up the creatures, they will probably head straight to Dr. Emerson for some answers. She is bashful, and soon takes them to Dr. Hitoru, telling him that she thinks they're ready to hear the truth now. Dr. Hitoru explains that, five years ago, the military discovered a strange energy field, much like the one that was seen today. They investigated, and were slaughtered to a man. Dr. Hitoru's son was on that mission. After investigation, more of these strange tears started appearing, and the military came to the inescapable conclusion that Japan was being invaded by demons, that had came from Hell to claim human lives (and possibly their souls) for their own twisted purposes. The Michael project was designed to develop military hardware to destroy these demons. He mentions that, according to the military files, the appearance of the demon lord was always preceded by a number of minor demons. As he finishes (and the PCs get a chance to ask a few questions and react to the news), Dr. Emerson gets a call - the demon lord has been spotted on the outskirts of Tokyo. The PCs suit up again. In the few hours since their last fight, the project's mechanics (CRAFTINESS 2/ Mechanics 3) have managed to make one repair roll on each PCs mecha. If the PCs had a rough time with the minor demons, Dr. Emerson will join them.

The Final Battle: The demon lord is just stepping through the rip as the PCs arrive. The tactics at this point are variable - everything from trying to shove him back into the rip and closing it behind him to just beating the heck out of him. The rip can closed permanently if the demon lord's power is diminished enough that he can't manifest on earth (i.e., his Blood is dropped to 0), or if he is thrust back into the rip and a sudden large scale burst of energy goes off at the same time. This battle should be exciting, desperate, and tragic, as teenagers who had normal lives just months ago sacrifice their futures to destroy a terrible demon lord, saving Japan and possibly the world.

Dr. Jane Emerson

STURDINESS: 2/ Athletics 2 Shooting 2; LOOKS: 3; CRAFTINESS: 1/ Pilot 2; BRAINS: 3/ Geekery 1; Blood 14.
  Equipment: *M4 Dervish* Exosuit, AV 10; Blood: 20.
  Options: Autocannon (1D6 hits, 12 damage each), Enhanced Movement (+1 Athletics), Auto Ejection

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Minor Demons

STURDINESS: 3/ Fighting 2; LOOKS: 1; CRAFTINESS: 1/ Pilot 1; BRAINS: 2; AV: 10; Blood: 20.
  Equipment: Flaming Sword (12 damage)
  Note: Use Pilot for flying rolls (they have huge wings)

The Demon Lord

STURDINESS: 4/ Fighting 3; LOOKS: 1; CRAFTINESS: 2/ Dodge 2 Pilot 2; BRAINS: 3; AV 20; Blood 50.
  Equipment: Sword of Hell (40 damage)
  Note: Use Pilot for flying rolls (he has huge wings)

ZAIBATSU RANGER ZERO

By James Stubbs

The Premise: The characters are all members of a bounty hunting team. Times are lean, as the corrupt sector government has been overthrown, and crime is on the decline. Each of the characters has access to a light exosuit that is not in the best of repair (any roll of 1 disables a random option on the suit until a successful Repair check is made).

The Setup: The PCs are sitting about in their dilapidated office, staring at a large pile of bills growing on their desks, when a man in a severely tailored suit enters. He will offer the group a large sum of money if they can do a job for him and can keep quiet about it. He will assure them that it is nothing criminal, and that they'd be doing several important people a favor.

The Briefing: Colonel Ivan Rashinov was in charge of the previous government's exosuit R&D programs. During the coup, he and several dangerous military pilots fled with an advanced prototype exosuit. They fled to a neighboring sector of space, and the ruling government there is delaying diplomatic negotiations to recover the exosuit. The employer's bosses fear that this neighboring government is studying the exosuit and plan to manufacture their own - throwing their technological edge into jeopardy. Information he's gathered leads him to believe that the exosuit was taken to an asteroid that probably contains a secret spacedock and exosuit manufacturing factory. It is the characters' job to retrieve the stolen exosuit - terminating Rashinov or the destruction of the base is simply a bonus. Their employer will see that each exosuit is equipped with the capacity for space movement. If the frame is already maxed out, one existing option must be removed or the frame overloaded.

Insertion: The characters and their exosuits are to be smuggled into the other sector as part of a vacation cruise, while their suits aboard one of the cargo pods. As they near the asteroid, the PCs are to make their way to the cargo pod, don their exosuits and go to the asteroid to conduct a search. As the ref, you can let the PCs enter without incident or you can have them deal with questioning by a border patrol as they cross sectors. Having the cruise ship attacked and boarded by space pirates or politically motivated terrorists is also a fun little diversion that can be interjected if things are going too easily for the characters. Getting to the exosuits in the cargo pods will be difficult, as they are on the outside of the ship. It will require CRAFTINESS/Stealth checks to get to the outer airlock and BRAINS/Technical Knowledge to open the airlock door without setting off the alarms.

The Asteroid Field: The suspected rock is at the center of a large asteroid field. However, secreted amongst the smaller asteroids are listening posts with FOF (Friend or Foe) sensor arrays as well as several small automated defensive lasers (Shooting 2 (10 damage)). It will require Stealth skill checks or an ECM equipped exosuit to avoid these defenses.

Asteroid M3491: Defensively, it makes perfect sense to have your secret base in the middle of an asteroid field. For the intruder, however, it is nothing short of a nightmare. The giant celestial rock has been partially excavated to house transatmospheric fighter hangars, a fortified command and control center, and exosuit launch bays. The main complex on the top of the asteroid contains barracks for space marines, support facilities for the staff, and a large factory. The exterior features of the base are guarded by four automated large missile pods (same as an exosuit option but with a Shooting skill of two). Each pod is good for two salvos before they expend their missiles. We leave the interior of the asteroid up to the referee - it can be as large or as small as you wish. Recommended features to include are a hangar deck (with an unused fighter that stranded characters can use to escape), an exosuit launching bay (again, possibly with a light exosuit), a command center (where Rashinov will be), and an armory full of personal weapons that characters blown out of their exosuits could acquire to defend themselves with.

The Attack: Assuming that the characters managed to sneak through the asteroid field, they will find the base on light security. It will take the fighters and exosuits three rounds of combat before they can scramble but the missile pods are immediately active. If the PCs were detected, they'll find the fighters and exosuits waiting for them once they reach the base. There are two I-41 Manticore-class fighters and one equivalently powered exosuit for each of the PCs. This is assuming that the attacking players did not have surprise and do not target the hangars or launch bays first. Hitting the hangars once will only allow a single fighter out at a time and two hits will destroy it. The exosuit launch bays are essentially indestructible, but hitting a bay will delay the launch of an exosuit out of it for two rounds as the security system runs a quick launch safety subroutine.

Raiding the Base: Once the threat from the fighters, missile pods and exosuits are dealt with, the characters must land, exit their exosuits, and fight their way inside the base. Resistance is sparse and the PCs should have little problem reaching the command center where Rashinov is waiting with an autolaser rifle and two space marine bodyguards. Defeat him, and the characters gain the giant exosuit. Returning it results in a big payday. Keeping it, however, marks the characters for death by a secret government organization that will stop at nothing to retrieve the exosuit.

NAME: _____	**NAME:** _____
OCCUPATION: _____	**OCCUPATION:** _____
CASH: _____	**CASH:** _____
Height: _____ **Weight:** _____ **Age:** ____	**Height:** _____ **Weight:** _____ **Age:** ____
Hair: _____ **Eyes:** _____ **Gender:** __	**Hair:** _____ **Eyes:** _____ **Gender:** __

Left Character

STURDINESS .... (   )   **Notes:**
Athletics .... (   )
Drinking .... (   )
Fighting .... (   )
Shooting .... (   )

LOOKS .... (   )
Fashion .... (   )
Pose .... (   )
Seduction .... (   )

CRAFTINESS .... (   )
Bargain .... (   )
Con .... (   )
Gambling .... (   )
Mechanics .... (   )
Perform .... (   )
Pilot .... (   )

BRAINS .... (   )
Geekery .... (   )
General Knowledge....... (   )
Languages .... (   )
Technical Knowledge.... (   )

COOL .... (   )
GUTS........................... (   )
BLOOD .... (   )
REPUTATION............. (   )
CHAR. PTS.................. (   )

Right Character

STURDINESS .... (   )   **Notes:**
Athletics .... (   )
Drinking .... (   )
Fighting .... (   )
Shooting .... (   )

LOOKS .... (   )
Fashion .... (   )
Pose .... (   )
Seduction .... (   )

CRAFTINESS .... (   )
Bargain .... (   )
Con .... (   )
Gambling .... (   )
Mechanics .... (   )
Perform .... (   )
Pilot .... (   )

BRAINS .... (   )
Geekery .... (   )
General Knowledge....... (   )
Languages .... (   )
Technical Knowledge.... (   )

COOL .... (   )
GUTS........................... (   )
BLOOD .... (   )
REPUTATION............. (   )
CHAR. PTS.................. (   )

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Weapons	Damage

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Weapons	Damage