

LETHAL WEAPON

Name:

Battle Scars:

Nature:

Player:

Age:

Demeanor:

Profession:

Sex:

Formerly:

ATTRIBUTES

PHYSICAL

Strength_____00000000
 Dexterity_____00000000
 Stamina_____00000000

SOCIAL

Charisma_____00000000
 Manipulation____00000000
 Appearance_____00000000

MENTAL

Perception_____00000000
 Intelligence_____00000000
 Wits_____00000000

ABILITIES

TALENTS

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

SKILLS

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

KNOWLEDGES

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

ADVANTAGES

PERKS

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

TECHNIQUES

Punch_____00000000
 Kick_____00000000
 Uppercut_____00000000
 Grab_____00000000
 Block_____00000000
 Focus_____00000000
 Headbutt_____00000000
 Pin - Attack_____00000000
 Wrist - Lock_____00000000

DERANGEMENTS

WEAPON/ATTACK	R/MF	DIFF.	DAMAGE	RANGE	FIREARM ACCESSORY	CLIP	TYPE OF AMMO	CONCEAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

ARMOR: _____

LETHAL WEAPON

Name:

Battle Scars:

MARTIAL ARTS 0000000000
□□□□□□□□□□

STUNT 0000000000
□□□□□□□□□□

0000000000
□□□□□□□□□□

HEALTH 0000000000
□□□□□□□□□□

PUNCHES:

Jab (+2 / -1 / +0)
Strong (+0 / +1 / +0)
Fierce (-1 / +3 / -1)

SPEED

DAMAGE

MOVE

KICKS:

Short (+1 / +0 / +0)
Forward (+0 / +2 / -1)
Roundhouse (-2 / +4 / -1)

SPEED

DAMAGE

MOVE

GRAB:

(+0 / +0 / 1)

SPEED

DAMAGE

MOVE

BLOCK:

(+4 / 0 / 0)

SPEED

DAMAGE

MOVE

MOVEMENT:

(+3 / 0 / +3)

SPEED

DAMAGE

MOVE

CORRUPTION

00000000

LUCK

00000000

ORGANIZED CRIME

00000000

ARMS DEALING

00000000

DRUG TRAFFICKING

00000000

COUNTERFEITING

00000000

TERRORISM

00000000

HUMAN TRAFFICKING

00000000

KIDNAPPING

00000000

MARTIAL ARTS MANEUVERS:

SPEED

DAMAGE

MOVE

SPECIAL NOTES

COMBOS:

TECHNIQUES

Punch 00000000
Kick 00000000
Uppercut 00000000
Grab 00000000
Block 00000000
Focus 00000000
Headbutt 00000000
Pin - Attack 00000000
Wrist - Lock 00000000

CHARACTER