

Precinct '77

A Mini Six Game of Bitchin' Cars,
Big Collars & SideBurns



Character Name: _____

Age: _____

Archetype: _____

Theme Song: _____

STATISTICS

ATTRIBUTES & SKILLS

Might

Agility

Wits

Charm

PERKS

COMPLICATIONS

HISTORY

BACKGROUND

APPEARANCE

ABILITIES

DEFENCES

Blocking:

Dodging:

Base Parrying:

Soak:

WOUNDS

Unharmed (0 or less)

Stunned (1-3)

Wounded (4-8)

Sev. Wounded (4-8)

Incapacitated (9-12)

Mort. Wounded (13-15)

Dead (16+)

GEAR

WEAPONS

OTHER STUFF

CHALLENGES

TARGET NUMBERS

Very Easy (2-5)

Easy (6-10)

Moderate (11-15)

Difficult (16-20)

Very Difficult (21-30)

Heroic (31+)