GM Control Sheet

Printed: 2009-11-07 **Character Order:** Turn Sequence, Descending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Lieutenant Tycho	+2 / +4	12	15	11	12	11	11	7	7	14	0	12 I	12 I
Captain Ogier	+0 / +0	16	12	10	13	12	12	6.25	6	9	6*	18 I	15 I
Sergeant	+0 / +0	11	11	10	11	10	10	5.5	5	8	0	11 I	11 I
Soldier	+0 / +0	10	10	10	10	10	10	5	5	8	0	10 I	10 I

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach|Range	RoF	Shots	Bulk	Rcl	GM Notes
Lieutenant Tycho										
Broadsword (+1): swing	17	11	2d+2 cut	—	1	—	—	—	—	
Broadsword (+1): thrust	17	11	1d+1 cr	—	1	—	—	—	—	
Large Knife (+2): swing	19	11	2d cut	—	C,1	—	—	—	—	
Large Knife (+2): thrust	19	11	1d+3 imp	—	C	—	—	—	—	
Large Knife (+2): thrown	11	—	1d+3 imp	—	9.6 / 18	1	T(1)	-2	—	
Captain Ogier										
Bastard Sword (+2): one-handed swing	15	10U	4d cut	—	1,2	—	—	—	—	
Bastard Sword (+2): one-handed thrust	15	10U	2d cr	—	2	—	—	—	—	
Bastard Sword (+2): two-handed swing	11	8	4d+1 cut	—	1,2	—	—	—	—	
Bastard Sword (+2): two-handed thrust	11	8	2d+1 cr	—	2	—	—	—	—	
Sergeant										
Broadsword: swing	12	9	1d+2 cut	—	1	—	—	—	—	
Broadsword: thrust	12	9	1d cr	—	1	—	—	—	—	
Soldier										
Spear: one-handed thrust	10	8	1d imp	—	1*	—	—	—	—	
Spear: two-handed thrust	10	8	1d+1 imp	—	1,2*	—	—	—	—	
Spear: thrown	6	—	1d+1 imp	2	10 / 15	1	T(1)	-3	—	
Spear: woomera	6	—	1d+3 imp	2	15 / 20	1	1(1)	-6	—	

NOTABLE ADVANTAGES / DISADVANTAGES

Lieutenant Tycho
Appearance (Handsome)
Bad Temper (12 or less)
Enhanced Dodge 4
Extra Basic Speed (+0.25) (Affects displayed score)
Flexibility
Hard to Kill 2
Hard to Subdue 2
Captain Ogier
Alcohol Tolerance
Distinctive Feature (Large scar running along right jaw)
Fearlessness 6
Fit
Hard to Kill 6
Hard to Subdue 4
High Pain Threshold Roll to ignore pain: 15 (Will+3)
Luck

NOTABLE SKILLS / SPELLS

Lieutenant Tycho		
Broadsword	17	DX+2
Knife	19	DX+4
Savoir-Faire (Military)	11	IQ+0
Soldier/TL3	12	IQ+1
Streetwise	12	IQ+1
Tactics	11	IQ+0
Captain Ogier		
Broadsword	15	DX+3
Camouflage	12	IQ+2
Carousing	13	HT+0
Savoir-Faire (Military)	12	IQ+2
Soldier/TL3	13	IQ+3
Streetwise	9	IQ-1

NOTABLE SKILLS / SPELLS

Captain Ogier		
Tactics	12	IQ+2
Sergeant		
Broadsword	12	DX+1
Soldier/TL3	9	IQ-1
Tactics	8	IQ-2
Soldier		
Spear	10	DX+0

ADDITIONAL NOTES