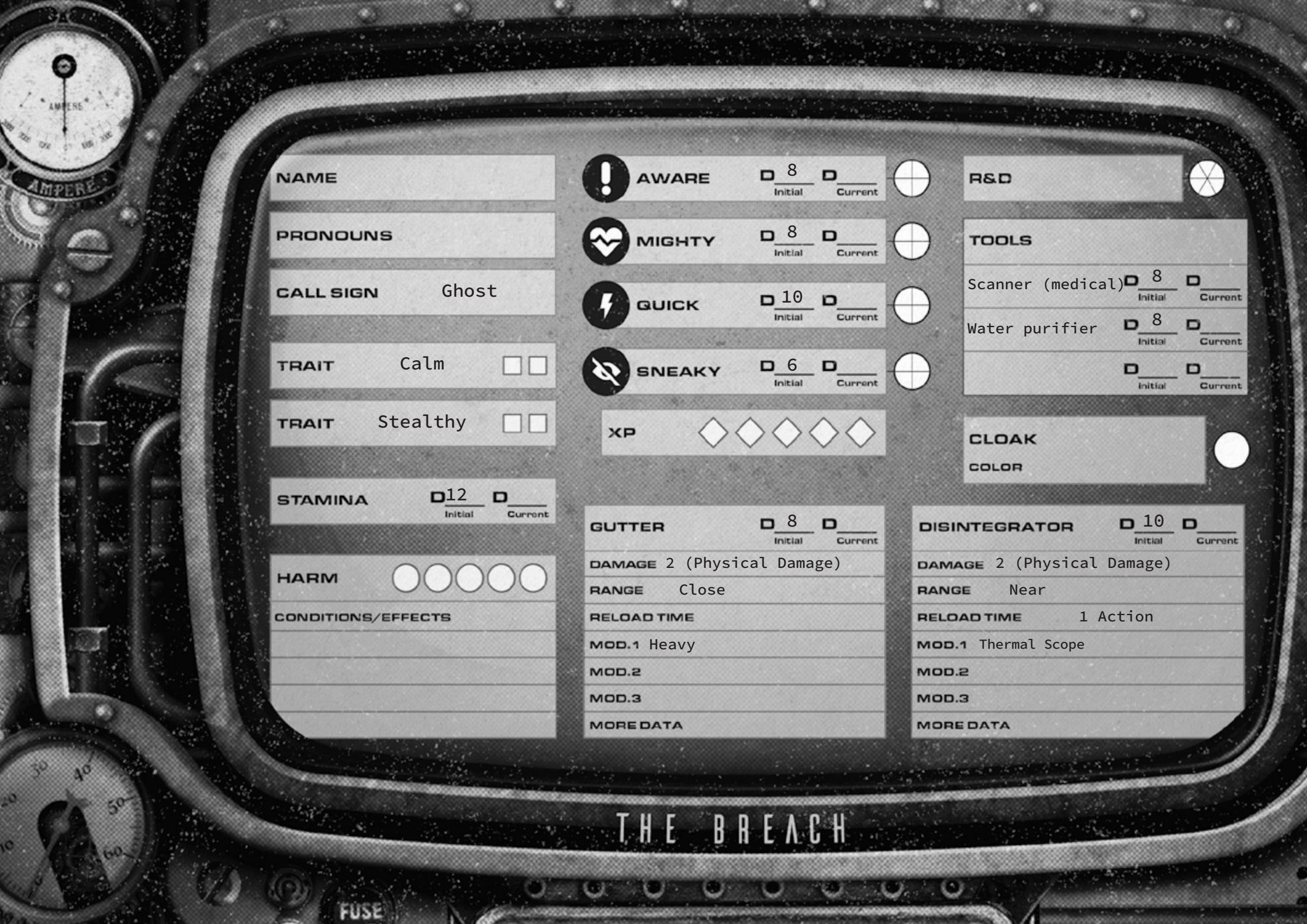
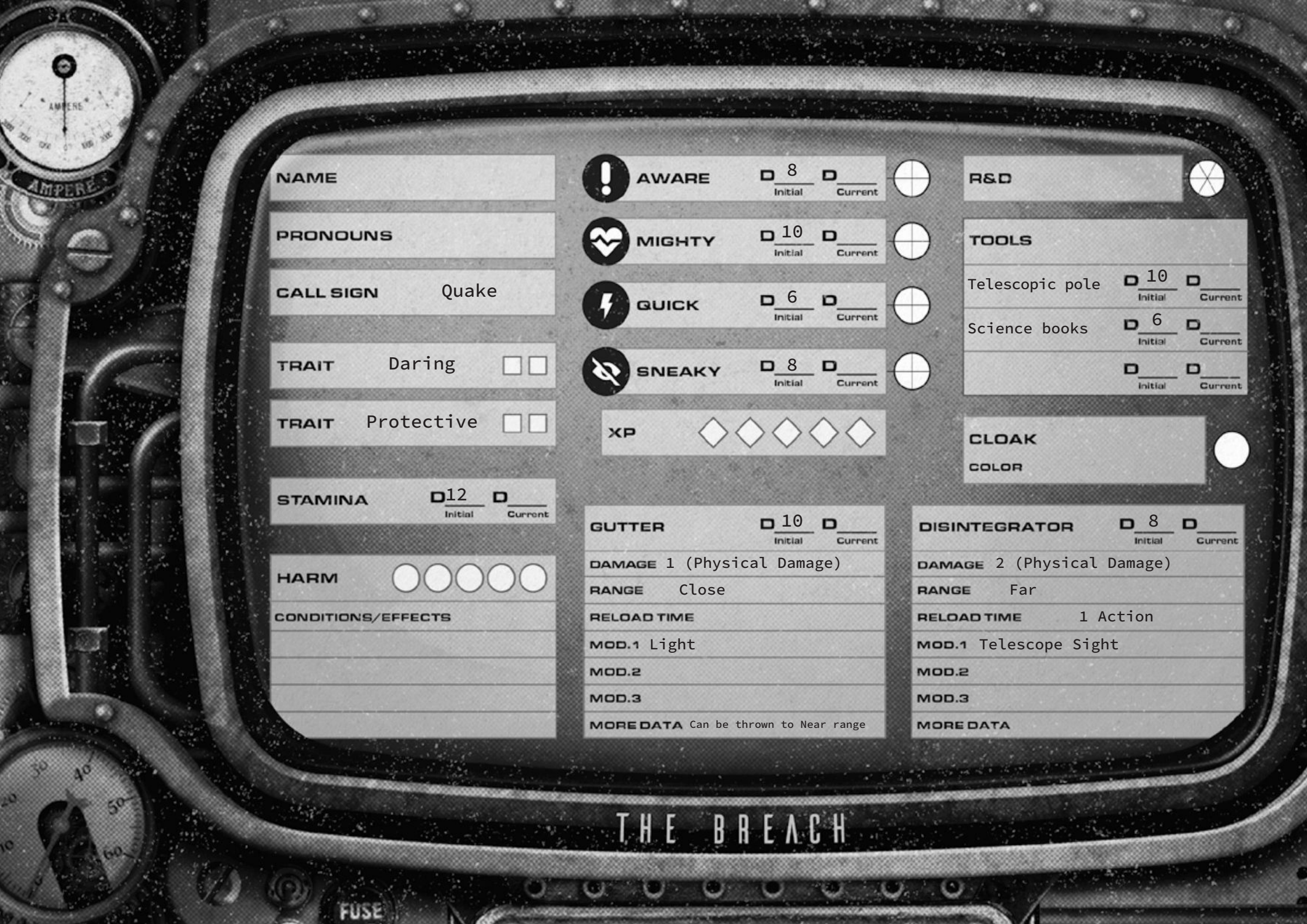
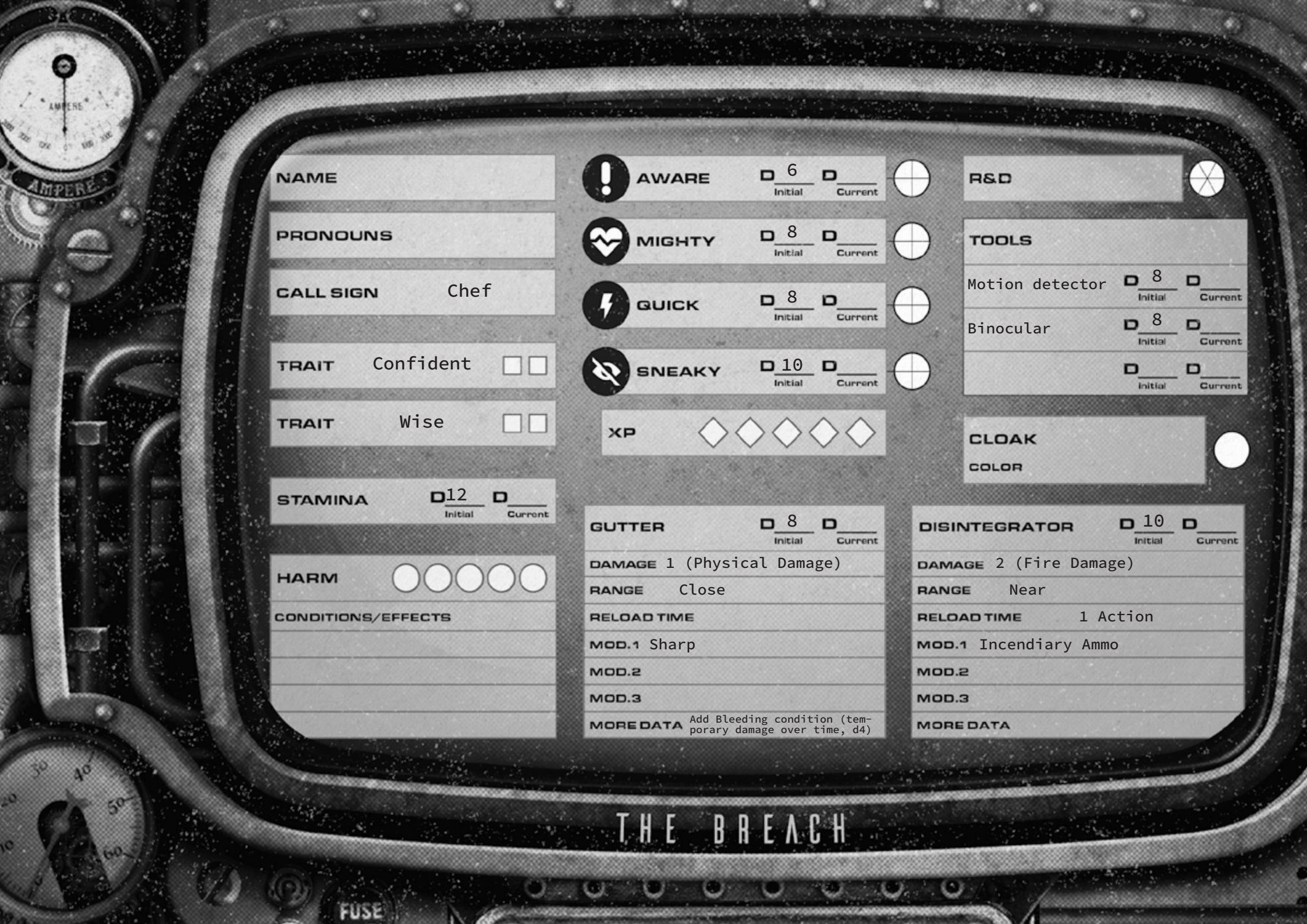
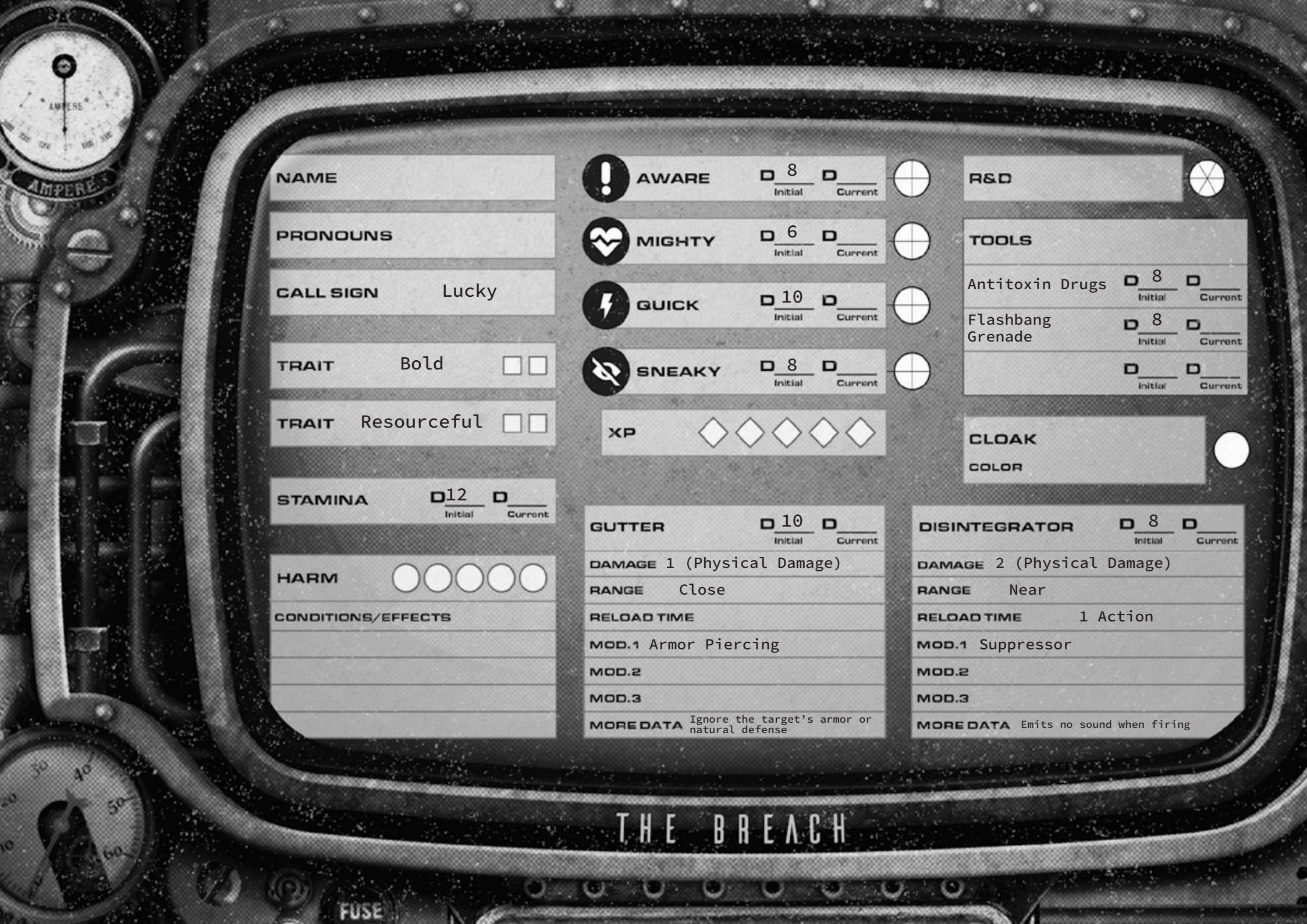
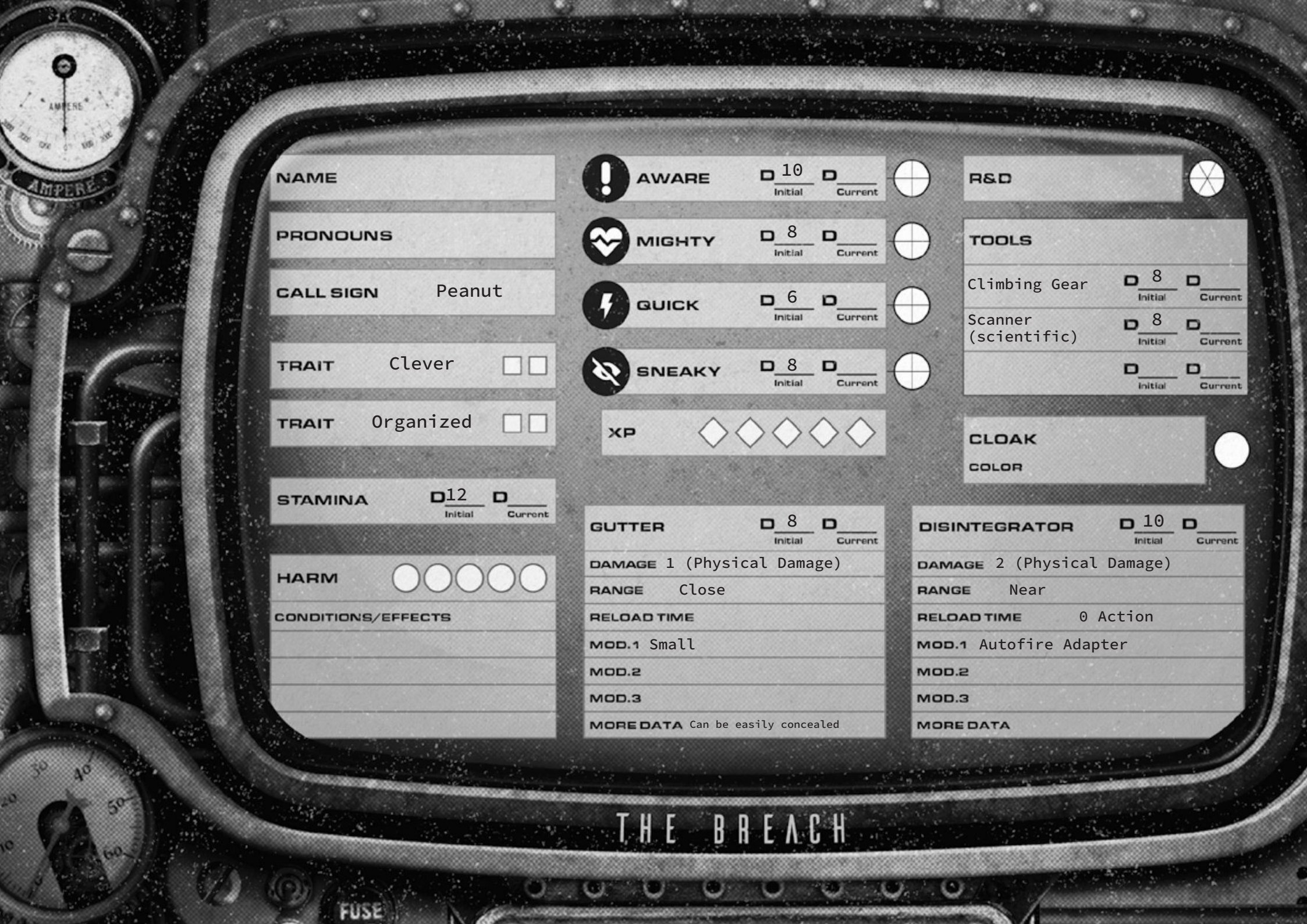

NAME
PRONOUNS
CALL SIGN Ghost
TRAIT Calm
TRAIT Stealthy
STAMINA D12 Initial D____ Current
HARM
CONDITIONS/EFFECTS
AWARE D 8 Initial D____ Current
MIGHTY D 8 Initial D____ Current
QUICK D 10 Initial D____ Current
SNEAKY D 6 Initial D____ Current
XP
R&D
TOOLS
Scanner (medical) D 8 Initial D____ Current
Water purifier D 8 Initial D____ Current
D____ Initial D____ Current
CLOAK
COLOR
GUTTER D 8 Initial D____ Current
DAMAGE 2 (Physical Damage)
RANGE Close
RELOAD TIME
MOD.1 Heavy
MOD.2
MOD.3
MORE DATA
DISINTEGRATOR D 10 Initial D____ Current
DAMAGE 2 (Physical Damage)
RANGE Near
RELOAD TIME 1 Action
MOD.1 Thermal Scope
MOD.2
MOD.3
MORE DATA
THE BREACH


NAME
PRONOUNS
CALL SIGN Quake
TRAIT Daring
TRAIT Protective
STAMINA D12 Initial D____ Current
HARM
CONDITIONS/EFFECTS
AWARE D8 Initial D____ Current
MIGHTY D10 Initial D____ Current
QUICK D6 Initial D____ Current
SNEAKY D8 Initial D____ Current
XP
R&D
TOOLS
Telescopic pole D10 Initial D____ Current
Science books D6 Initial D____ Current
D____ Initial D____ Current
CLOAK
COLOR
GUTTER D10 Initial D____ Current
DAMAGE 1 (Physical Damage)
RANGE Close
RELOAD TIME
MOD.1 Light
MOD.2
MOD.3
MORE DATA Can be thrown to Near range
DISINTEGRATOR D8 Initial D____ Current
DAMAGE 2 (Physical Damage)
RANGE Far
RELOAD TIME 1 Action
MOD.1 Telescope Sight
MOD.2
MOD.3
MORE DATA
THE BREACH


NAME
PRONOUNS
CALL SIGN Chef
TRAIT Confident
TRAIT Wise
STAMINA D12 Initial D____ Current
HARM
CONDITIONS/EFFECTS
AWARE D 6 Initial D____ Current
MIGHTY D 8 Initial D____ Current
QUICK D 8 Initial D____ Current
SNEAKY D 10 Initial D____ Current
XP
R&D
TOOLS
Motion detector D 8 Initial D____ Current
Binocular D 8 Initial D____ Current
D____ Initial D____ Current
CLOAK
COLOR
GUTTER D 8 Initial D____ Current
DAMAGE 1 (Physical Damage)
RANGE Close
RELOAD TIME
MOD.1 Sharp
MOD.2
MOD.3
MORE DATA Add Bleeding condition (temporary damage over time, d4)
DISINTEGRATOR D 10 Initial D____ Current
DAMAGE 2 (Fire Damage)
RANGE Near
RELOAD TIME 1 Action
MOD.1 Incendiary Ammo
MOD.2
MOD.3
MORE DATA
THE BREACH
FUSE


NAME
PRONOUNS
CALL SIGN Lucky
TRAIT Bold
TRAIT Resourceful
STAMINA D12 Initial D___ Current
HARM
CONDITIONS/EFFECTS
AWARE D 8 Initial D___ Current
MIGHTY D 6 Initial D___ Current
QUICK D 10 Initial D___ Current
SNEAKY D 8 Initial D___ Current
XP
R&D
TOOLS
Antitoxin Drugs D 8 Initial D___ Current
Flashbang Grenade D 8 Initial D___ Current
D___ Initial D___ Current
CLOAK
COLOR
GUTTER D 10 Initial D___ Current
DAMAGE 1 (Physical Damage)
RANGE Close
RELOAD TIME
MOD.1 Armor Piercing
MOD.2
MOD.3
MORE DATA Ignore the target's armor or natural defense
DISINTEGRATOR D 8 Initial D___ Current
DAMAGE 2 (Physical Damage)
RANGE Near
RELOAD TIME 1 Action
MOD.1 Suppressor
MOD.2
MOD.3
MORE DATA Emits no sound when firing
THE BREACH


NAME
PRONOUNS
CALL SIGN Peanut
TRAIT Clever
TRAIT Organized
STAMINA D12 Initial D____ Current
HARM
CONDITIONS/EFFECTS
AWARE D10 Initial D____ Current
MIGHTY D8 Initial D____ Current
QUICK D6 Initial D____ Current
SNEAKY D8 Initial D____ Current
XP
R&D
TOOLS
Climbing Gear D8 Initial D____ Current
Scanner (scientific) D8 Initial D____ Current
D____ Initial D____ Current
CLOAK
COLOR
GUTTER D8 Initial D____ Current
DAMAGE 1 (Physical Damage)
RANGE Close
RELOAD TIME
MOD.1 Small
MOD.2
MOD.3
MORE DATA Can be easily concealed
DISINTEGRATOR D10 Initial D____ Current
DAMAGE 2 (Physical Damage)
RANGE Near
RELOAD TIME 0 Action
MOD.1 Autofire Adapter
MOD.2
MOD.3
MORE DATA
THE BREACH
AMPERE
FUSE