

Andy the Annihilator

Player: _____ Game Master: _____ Character Type: Pure Stock Human
Date Rolled: June 2016 Generation System: QSR Pre-Play Nomad
Experience Factors: _____ Rank: 1 PC's Faction: _____

Endurance	52	Healing Rate	5 daily
Strength	43	DMG Mod: +2 Range Mod: +10 %	Protection
Agility	45	MV Mod: +0.5m	DV
Accuracy	43	SV Mod: +2	Move
Intelligence	36		Type
Willpower	54		Agility Mod: -4 +0.5m
Perception	49	Initiative: +1	Armor Worn: -12 -0.5m Junk Armor
Appearance	38		Helmet Worn:
			Shield Used:
			Dodge Skill?: -5 - Dodge 1 pt
			Other Skill?:
			Other Mods:
			Defense Value: -21



portrait or insignia

Base Strike Value: 01-52

Movement Rate: Base: 6.5m Armored: 6m Other:

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
Brawling	01-55	1	melee	d6+3		1	+3	+1
Pump Shotgun ^{+20 sv}	01-76	1	30m	3d10+4	(8 loaded/4 spare shells)	1	+4	+2
Battle Axe (2 handed) ^{+4 sv}	01-56	1	melee	d20+6				
Dagger	01-52	1	3.3m	d10+2				
Machete	01-52	1	melee	d12+3				

Mutations, Implants & Skills

Brawling
Navigate by stars
Dodge Skill
Weapon Expert: Shotguns 1 point

Personality:
Gender: male Sexual Orientation:
Age: 22 Birthday: May 21st
Weight: 82 Height: 185
Skin Color: brown Hair: bald Eye: green
Other Features: Shaves head

Handed: Right
Swimming Ability: Strong Swimmer
Read & Write?: yes
Do Math?: yes
Religion:
Languages Spoken:

Diseases or Parasites?:
Cancer?:
Radiation Exposure:

Equipment

Starting Pack Code: X

Flashlight headlamp with 6 hours power
sleeping roll
4 person tent
Cloak
dust hood
tattered cloak
4 Candles
2 canteens (1 liter in each)

Days Rations: 7 days/ Liters Water: 2 liters

Bounty on PC's Head?:

Debts:

Valuables Carried: 9 silver coins

Player: _____ Game Master: _____ Character Type: **Mutant**
Date Rolled: **June 2016** Generation System: **QSR** Pre-Play: **Farmer**
Experience Factors: _____ Rank: **1st** PC's Faction: _____

Endurance **41** / **1** Healing Rate **4 pts**
Strength **48** DMG Mod: **+4** Range Mod: **+20 %**
Agility **59** MV Mod: **+0.75m**
Accuracy **86** SV Mod: **+12**
Intelligence **Billy 48 / Bubba 17**
Willpower **Billy 37 / Bubba 19**
Perception **46 / 23** Initiative: **+2**
Appearance **16 / 18 / body 12**
Protection **DV** Move **Type**
Agility Mod: **-6 +0.75m agility**
Armor Worn: **-10 -0.25m Leather**
Helmet Worn: _____
Shield Used: _____
Dodge Skill?: _____
Other Skill?: _____
Other Mods: **-4/-20** **Ballistic Hide**
Defense Value: **-20/-36** vs bullets



portrait or insignia

Base Strike Value: **01-62**

Movement Rate: Base: **6.75m** Armored: **6.5m** Other: _____

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
Brawling	01-65	1	melee	d6 + 5		1	+3	+1
Electrical Pulse	01-82	1	37m	d20 or 3d20 machines	3 times per day per rank 3/			
Longbow	01-71	1/2	84m	d20 + 6	20 arrows/	1	+4	+2
Stun Ray	01-72	1	74m	2d20 stun x2 to machines	3 times per day, per rank 3/			
Saber	01-62	1	melee	d20 + 6				
Knife	01-62	1	3.6m	d8 + 4				
Telekinetic Throw	01-74	1	37m	d6	4 Throws per day 4/			

Mutations, Implants & Skills

- Multi-Head (2 heads) Billy: main head Bubba: Subordinate/END: 4/
Billy Head: Telekinesis: Throw objects/normal rocks 4x day
Bubba Head: Heal touch: Twice daily can heal d20 + 10
- Electrical Pulse: 3 times per day / +20 SV / DMG d20 or 3d20 to machines
- Stun Ray: Range Willpower x2 / 3 uses per day / DMG 2d20 stun x2 to machines.
- Ballistic Hide: Defense Value (DV) -4 or -20 vs bullets and blunt trauma / -4 appearance
- Brawling 1 pt
- Medic 1 pt
- Weapon Expert: Bows 1 pt

Personality: _____
Gender: **Male** Sexual Orientation: _____
Age: **20** Birthday: **Jan 9th**
Weight: **94 kg** Height: **194 cm**
Skin Color: **green** Hair: **black** Eye: **gray**
Other Features: **2 Heads**
Handed: **left**
Swimming Ability: **strong swimmer**
Read & Write?: **Yes**
Do Math?: **Yes**
Religion: _____
Languages Spoken: _____
Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment Starting Pack Code: ☒
leather boots Sun hat
moth eaten clothing Rag poncho
work gloves knife
Canteen
2 Torches
3 meters rope
Days Rations: **6 days** Liters Water: **1 liter in canteen**
Bounty on PC's Head?: _____
Debts: _____
Valuables Carried: **4 silver coins**

Player: _____ Game Master: _____
Date Rolled: **June 2016** Generation System: **QSR**
Experience Factors: _____ Rank: **1**

Character Type: **Cyborg**
Pre-Play: **Militia Soldier**
PC's Faction: _____

Endurance **46**

Healing Rate
5 pts/day

Strength **41** DMG Mod: **+2** Range Mod: **+10** %

Agility **52** MV Mod: **+0.5m**

Accuracy **38** SV Mod: **+2**

Intelligence **39**

Willpower **28**

Perception **66**

Appearance **47**

Initiative: **+2**

Protection	DV	Move	Type
Agility Mod:	-4	+0.5m	
Armor Worn:	-25	-0.5m	Riot Armor
Helmet Worn:			
Shield Used:			
Dodge Skill?:	-5	0	1 point
Other Skill?:			
Other Mods:			

Defense Value: **-24**

Base Strike Value: **01-52**

Movement Rate: Base: **6.5m** Armored: **6m** Other: **nil**



portrait or insignia

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
Assault Rifle Arm	+12 SV	01-68	3	900m	d20+2	30/30	+27 spare rnds	1 +4 +2
Saber	01-56	1	melee					1 +4 +2
Dagger	01-52	1	Throw 3.3m	d10+2	1			
Laser Eye	+10 SV	01-62	1	40m	2d6+10	60/28 shots left		
Manipulator Tendril	+11 SV	01-63	1	6m	d6+3			

Mutations, Implants & Skills

Skills

- (left arm) **Weapon Arm: Assault Rifle** with 2 full 30 round magazines +27
- Optical Enhancement: Laser Eye:** SV+10/DMG 2d6+10/rate 1/rng 40m/60/28/power cell
- Manipulator Tendril:** rate 1/Parry DV-8 optional range 6m/Strike Value +11/DMG d6+3/+2 init.

Weapon Expert: Swords 1pt
Weapon Expert: Rifles 1pt
Dodge: 1pt (-5 defense value)

Personality: _____
Gender: **Female** Sexual Orientation: _____
Age: **24** Birthday: **June 18th**
Weight: **73** kg Height: **161** cm
Skin Color: **fair** Hair: **blonde** Eye: **green**
Other Features: _____

Handed: **Right**
Swimming Ability: **fair swimmer**
Read & Write?: **Yes**
Do Math?: **Yes**
Religion: _____
Languages Spoken: _____

Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment

Starting Pack Code: **X**

Backpack **Rain poncho**
army boots **sleeping bag**
6m rope **27 spare rifle rounds**
1 torch
finder box
knife

Days Rations: **5 days** Liters Water: **1**

Bounty on PC's Head?: _____

Debts: _____
Valuables Carried: **6 silver coins**

Krank the Crusher

Player: _____ Game Master: _____ Character Type: **MUTANT**
Date Rolled: **Aug 2016** Generation System: **QSR** Pre-Play: **Work Slave**
Experience Factors: _____ Rank: **1** PC's Faction: _____

Endurance 41	Healing Rate 4 pts
Strength 57 DMG Mod: +6 Range Mod: +30%	Protection DV Move Type
Agility 87 MV Mod: +1.5m	Agility Mod: -12 +1.5m
Accuracy 33 SV Mod: _____	Armor Worn: -3 -0.25m Animal Skins
Intelligence 15	Helmet Worn: _____
Willpower 36	Shield Used: _____
Perception 28 Initiative: +0	Dodge Skill?: _____
Appearance 24	Other Skill?: _____
	Other Mods: -20 -1m Shell, med.
	Defense Value: -35



portrait or insignia

Base Strike Value: **01-50**

Movement Rate: Base: **6.5m** Armored: **6.25m** Other: _____

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
* Knife fighter	01-52	2	3.9m	d8 + 8eq.	6 knives	1	+2	+2
Poison Bite	01-50	1	melee	d6 + 6	4 injections per day/			
Brawling	01-53	1	melee	2d6 + 8	-	1	+3	+2
* Pipe club, 2 handed ⁺³ SV	01-53	1	melee	d10 + 10	-			
Thrown Rock	01-50	1	13m	d6 + 6	3/			
* 4 arms, 2 use Pipe, 2 knives = 3 attacks								

Mutations, Implants & Skills

- Poison Bite: Type B death poison, small fangs 4 injections per day, bite does d6 damage.
- Multi-Arm: 4 arms, two use Pipe, two use knives
- Shell: Punch, kick or head butt does 2d6 base dmg, medium shell, -20DV, -1m move

Skills

- Knife-fighter (1 knife per hand)
- Climbing
- Brawling

Personality: _____ Sexual Orientation: _____
Gender: **Male** Age: **22** Birthday: **Nov 6th**
Weight: **101** Height: **182** cm
Skin Color: **Orange** Hair: **White** Eye: **blue**
Other Features: _____

Handed: **Right**
Swimming Ability: **fair**
Read & Write?: **no**
Do Math?: **no**
Religion: _____
Languages Spoken: _____

Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment

Starting Pack Code: ☒

Sandals
torn pants
filthy shirt
Patchwork blanket-cloak
Sack as backpack
plastic water bottle

dead rat
Stolen knife

Days Rations: **3/** Liters Water: **500ml** puddle water

Bounty on PC's Head?: _____

Debts: _____
Valuables Carried: _____

Endurance **301**

Healing Rate
3 pts

Strength **29**

DMG Mod:

Range Mod:

%

Agility **30**

MV Mod:

Accuracy **33**

SV Mod:

Intelligence **23**

Willpower **18**

Perception **40**

Appearance **47**

Initiative: **+1**

Protection	DV	Move	Type
Agility Mod:	-	-	
Armor Worn:	-12	-0.5m	junk armor
Helmet Worn:	-4	-0.25m	Iron helmet
Shield Used:			
Dodge Skill?:	-5	0	Dodge 1pt
Other Skill?:			
Other Mods:	-27	0	spines
Defense Value:	-48		



portrait or insignia

Base Strike Value: **01-50**

Movement Rate: Base: **6m** Armored: **5.25m** Other:

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
Spiny Kick, Punch or ram	01-50	1	melee	2d6	-			
Automatic Pistol ⁺¹² SV	01-66	2	250m	d20+2 ea.	20/ 20/	1	+4	+2
Machete	01-50	1	melee	d12+1	-			
Sling	01-50	1/2	20m	d10	20 stones/			
knife	01-50	1	3m	d8	1			

Mutations, Implants & Skills

Skills

- Night Vision
- Spines -27 DV bonus / +d6 dmg to kick or punch, 2d6 dmg to beasts that swallow.
- Mental Screens: allowed 3 hazard checks from any incoming mental attacks, plus half damage if an attack does succeed

Navigate by Stars
Stealth: 3 points
Dodge: -5 Defense Value
Weapon Expert: Pistols

Personality:

Gender: female Sexual Orientation:
Age: 21 Birthday: December 8th
Weight: 81 kg Height: 178 cm
Skin Color: dust Hair: tan Eye: red
Other Features:

Handed: Right
Swimming Ability: Strong Swimmer
Read & Write?: no
Do Math?: no
Religion:
Languages Spoken:

Diseases or Parasites?:
Cancer?:
Radiation Exposure:

Equipment

Starting Pack Code: **X**

sleeping roll
four person tent
3 candles
tinder box
cloak & dust hood
tattered clothes
sandals

Days Rations: 8/

Liters Water: 2 (2, 1 liter canteens)

Bounty on PC's Head?:

Debts:

Valuables Carried: 11 silver coins

Player: _____ Game Master: _____ Character Type: Pure Stock Human
Date Rolled: Dec 2016 Generation System: QSR Pre-Play Work Slave
Experience Factors: _____ Rank: 1 PC's Faction: _____

Endurance 45 / Healing Rate 5 pts
Strength 35 DMG Mod: +2 Range Mod: +10 %
Agility 35 MV Mod: +0.25m
Accuracy 95 SV Mod: +14
Intelligence 26
Willpower 37
Perception 52 Initiative: +1
Appearance 28
Protection DV Move Type
Agility Mod: -2 0.25m agility
Armor Worn: -25 -1.5m Part Plate
Helmet Worn:
Shield Used:
Dodge Skill?: -5 - Dodge 1pt
Other Skill?:
Other Mods:
Defense Value: -32



portrait or insignia

Base Strike Value: 01-64

Movement Rate: Base: 6.25m Armored: 4.75m Other:

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
Rusty Knife	01-64	1	3.3m	d8+2				
Saber	01-68	1	melee	d20+6		1	+4	+2
dagger	01-68	1	3.3m	d10+2				
Crossbow	+8 SV 01-72	1/3	66m	d20+3	8 bolts /			

Mutations, Implants & Skills

Dodge Skill: -5 DV

Wilderness Survival Skill

Weapons Expert Skill: Swords

Personality: _____
Gender: Male Sexual Orientation: _____
Age: 19 Birthday: April 1st
Weight: 91 kg Height: 182 cm
Skin Color: fair Hair: red Eye: blue
Other Features: _____

Handed: Right handed
Swimming Ability: fair swimmer
Read & Write?: yes
Do Math?: yes
Religion: _____
Languages Spoken: _____

Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment

Starting Pack Code: ☒

sandals
rag clothing
blanket poncho
plastic water bottle
sack as backpack
2 days rations plus
Days Rations: dead trout Liters Water: 500ml swamp water
Bounty on PC's Head?: _____
Debts: _____
Valuables Carried: _____

Samson the Slugger

Player: _____ Game Master: _____ Character Type: **Cyborg**
Date Rolled: **July 2016** Generation System: **QSR** Pre-Play: **Militia Soldier**
Experience Factors: _____ Rank: **1** PC's Faction: _____



portrait or insignia

Endurance 56	DMG Mod: +4 Range Mod: +20 %	Protection	DV	Move	Type	Healing Rate 6 pts
Strength 51	MV Mod: +0.5m	Agility Mod:	-4	+0.5m		
Agility 49	SV Mod: +2	Armor Worn:	-25	-0.5m	Riot Armor	
Accuracy 36		Helmet Worn:				
Intelligence 22		Shield Used:				
Willpower 22		Dodge Skill?:				
Perception 65	Initiative: +2	Other Skill?:				
Appearance 19		Other Mods:	-5		Power Arm	
Base Strike Value: 01-52		Defense Value:	-34			

Movement Rate: Base: **6.5m** Armored: **6m** Other: _____

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG
* Battle Axe (right hand)	01-52	1	melee	d20+12		2	+6	+4
* Power Arm Bash ^{+10 sv}	01-65	1	melee	2d10+18	4 months per power cell	1	Brawling +3	+1
Retractable Laser Pistol ^{+10 sv}	01-62	1	200m	d20+10	60/			
Manipulator Arm Smack ^{+11 sv}	01-63	1	6m	d6+3				
Dagger	01-52	1	3.6m	d10+4	1			

* 2 melee attacks per round.

Mutations, Implants & Skills

- Power Arm: DV-5, left arm/sv +10 /DMG 2d10+16 Strength 110, crush on hit for auto d10+16 per round.
- Retractable Laser Pistol: +10 sv /rate 1 /range 200m / damage d20+10 / 60 shots per power cell, abdomen.
- Manipulator Tendril: +11 sv /out 6m /Can parry -8 DV hand slap does d6+3 damage.
- Climbing
- Brawling (added to power arm)
- Weapon Expert (2pts) battle axe
- Wilderness Survival

Personality: _____ Sexual Orientation: _____
Age: **23** Birthday: **April 18th**
Weight: **117 kg** Height: **201 cm**
Skin Color: **tan** Hair: **black** Eye: **brown**
Other Features: _____

Handed: **Right**
Swimming Ability: **Poor Swimmer**
Read & Write?: **Yes**
Do Math?: **Yes**
Religion: _____
Languages Spoken: _____

Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment

Starting Pack Code: ☒

Back pack water skin
army boots knife
6m of rope rain poncho
6 torches sleeping bag
tinder box

Days Rations: **7 days /** Liters Water: **1 liter**

Bounty on PC's Head?: _____

Debts: _____

Valuables Carried: **13 silver coins**

Player: _____ Game Master: _____ Character Type: **Mutant**
Date Rolled: **Dec 2016** Generation System: **QSR** Pre-Play **Workslave**
Experience Factors: _____ Rank: **1** PC's Faction: _____

Endurance 37	Healing Rate 19 pts
Strength 57 DMG Mod: +6 Range Mod: +30%	Protection
Agility 25 MV Mod: _____	DV
Accuracy 15 SV Mod: _____	Move
Intelligence 37	Type
Willpower 11	Agility Mod:
Perception 20 Initiative: +0	Armor Worn: -14 -0.5m Heavy Leather
Appearance 22	Helmet Worn:
	Shield Used:
	Dodge Skill?:
	Other Skill?:
	Other Mods:
	Defense Value: -14



portrait or insignia

Base Strike Value: **01-50**

Movement Rate: Base: **6 m** Armored: **5.5 m** Other: _____

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts	Skill Adds SV Mod	DGM
Knife		01-50	1	3.9m	d8+6	1		
4 Paralysis Tendrils	+10 sv	01-60	4	out 3m	d12 or 2d20 machines 3 day/			
Stun Ray	+10 sv	01-60	1	22m	2d20 stun machines 3 day/			
Machete		01-50	1	melee	d12+7			
Sling		01-50	1/2	26m	d10+6	20 stones/		

Mutations, Implants & Skills

Skills

- Paralysis Tendrils: 3m long, can shock 3 times per day, each. +10sv, d12 Stun or 2d20 to cyborgs+ machines. 4 tendrils.
- Stun Ray: Range: Willpower x2 = 22m/ from hand/ 3 times daily, sv +10 / dmg 2d20 Stun x2 to machines & cyborgs / lasts 1 hour.
- Body Regeneration: heals +15 pts per day (4+15=19)

Stealth
Climbing

Personality: _____
Gender: **male** Sexual Orientation: _____
Age: **23** Birthday: **Feb 12th**
Weight: **82 kg** Height: **165 cm**
Skin Color: **snow** Hair: **gray** Eye: **amber**
Other Features: _____

Handed: **Right**
Swimming Ability: **Excellent Swimmer**
Read & Write?: **no**
Do Math?: **no**
Religion: _____
Languages Spoken: _____

Diseases or Parasites?: _____
Cancer?: _____
Radiation Exposure: _____

Equipment

Starting Pack Code: **X**

Sandals, torn pants, filthy shirt, blanket-poncho
sack-backpack, plastic waterbottle (500ml max)

Days Rations: **dead crow** Liters Water: **500 ml**

Bounty on PC's Head?: _____

Debts: _____

Valuables Carried: _____