

NAME:
PLAYER:
OCCUPATION:

CLASS: PETROL HEAD
ALIGNMENT:
XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
ACE DIE:
MOJO DIE:
FAVORED WEAPONS:



COMBAT
SPEED:
ACTION DICE:
INIT:
CRIT DIE:
CRIT TABLE: ||
ATTACK BONUS:

HD: d7
HP:

SAVES
REFLEX:
FORTITUDE:
WILL:

SPECIAL ABILITIES:

Proficient in one-handed melee weapons and all ranged weapons.
 Ace Die adds to vehicle control rolls, stunt checks, vehicle appraisals, vehicle repair and salvage, rundown/collision damage.
 Mojo Die for each point of Luck burned. Recover level in Luck each night if had 1+hour behind the wheel in previous 24 hours.
 Smell fuel 100', single pint down to 20' with concentration.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE:			
SPECIAL:			

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

WHEELS