Grim's Gangs
Character Sheet

Name:

Gang:

Player:

ABILITIES:

		Damage Bonus
Brawn		
Meat (Weight)		
Balls		
Face		
Brains		Bonus Boost
Speed		
Cool		

Hard: (= Brawn x 2 + Balls + Meat)

Used

Lucky Day

Grim's Lucky Day

Boss: (= Brains x 2 + Balls + Face)

Current Boss

Boss Level:

Sex/Sexuality:

Respect: (Experience)

	Brawl/Brains	Move	Tech
Current			
Total			

SKILLS:

Skill bonus available:

General		Base	+	Skill	+	Bonus	=	Total (max 16)
Blend in (hide)	(Face)	2	+		+		=	
Brawl	(Brawn + Meat)	1	+		+		=	
Consume	(Meat)	2	+		+		=	
Evade (run)	(Speed)	2	+		+		=	
Intimidate	(Face + Brawn)	1	+		+		=	
Mouth	(Balls or Cool)	1	+		+		=	
Scavenge (spot)	(Balls or Cool)	1	+		+		=	

Specialist Skills			Ability Base	+	Bonus Roll	=	Total (max 19)	+	Boss Bonus	=	Boss Total (max 19)
Blade	(Brawl/Speed)			+		=		+		=	
Borrower (Thief)	(Scavenge/Balls)			+		=		+		=	
Bull (Story Telling)	(Brains/Mouth)			+		=		+		=	
Chuck It! (Throw)	(Brawl/Speed)			+		=		+		=	
Dance	(Brains/Balls)			+		=		+		=	
Direction (map)	(Brains/Balls)			+		=		+		=	
Eavesdrop (listen)	(Blend In/Balls)			+		=		+		=	
Fast Talk/Rap	(Brains/Mouth)			+		=		+		=	
Fix It	(Brains/Brawn)			+		=		+		=	
Gamble	(Brains/Balls)			+		=		+		=	
Graffiti (art)	(Brains/Speed)			+		=		+		=	
Guns	(Brains/Speed)			+		=		+		=	
Know-it-all	(Brains/Cool)			+		=		+		=	
Lookout	(Scavenge/Blend)			+		=		+		=	
Music/Mix	(Brains/Face)			+		=		+		=	
Pulling	(Balls/Cool)			+		=		+		=	
Ride/Drive	(Brains/Balls)			+		=		+		=	
Sarcasm/Joker	(Brains/Mouth)			+		=		+		=	
Player's/GM's choice											

WEAPON DAMAGE BONUS

Knife +2 Hand Gun +3 Machine Gun +5 Shot Gun +5 Big Gun +10