**URBAN JUNGLE**

**Traits**
- **Experience**
  - [ ] Body
  - [ ] Mind
  - [ ] Speed
  - [ ] Will
- **Species**
- **Type**
- **Career**

**Skills**
- Academics
- Athletics
- Craft
- Deceit
- Endurance
- Evasion
- Fighting
- Negotiation
- Observation
- Presence
- Questioning
- Shooting
- Tactics
- Transport

**Gear**

**Gifts**
- Personality:

<table>
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<th>Use/Recharge</th>
<th>Rest</th>
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**Attacks**
- Name@Range (Counter@Range) Dice; Effect; Notes

**Soaks**
- You must reduce Damage suffered to zero or you will be incapacitated!

| Roll Body die | Roll Endurance | Each 4 or better = -1 damage | Free | Free |

- Panic Soak:
  - -2 damage, become Panicked

**Focus and Wait**
- or Take Two Different Actions

- Aim at a single target
- Attack
- Control a machine or vehicle
- Equip
- Guard
- Hide
- Move
- Rally
- Recover
- Reload
- Stand up
- perform a Stunt and end your turn

**Initiative**
- Mind, Observation

**Dodge**
- Speed, Evasion

**Rally**
- Will, Tactics