

# Apocalypse Prevention, Inc.

Agent Information Form - Page 2

## Combat Tracker



## Combat Bonuses

+ \_\_\_\_ to Strike + \_\_\_\_ to Parry + \_\_\_\_ to Dodge

+ \_\_\_\_ to Roll + \_\_\_\_ to Grapple

Initiative Bonus + \_\_\_\_ Actions per Round \_\_\_\_

Movement \_\_\_\_ Base Damage \_\_\_\_

Armor Rating (AR) \_\_\_\_ Throw Range \_\_\_\_ / \_\_\_\_ / \_\_\_\_

Reload Modifier \_\_\_\_ Aim Modifier \_\_\_\_

## Fighting Styles

Basic \_\_\_\_ Brawler \_\_\_\_ Elite \_\_\_\_ Hard \_\_\_\_ Soft \_\_\_\_

Techniques

## Weapon Styles

Ax \_\_\_\_ Chain \_\_\_\_ Club \_\_\_\_ Knife \_\_\_\_

Ranged \_\_\_\_ Staff \_\_\_\_ Sword \_\_\_\_

Weapon: _____ Dmg + _____
Spd + _____ Stam + _____ Strike + _____ Parry + _____
Size ____ Range ____ / ____ / ____ Payload ____ RS ____
Actions per Round ____ Other _____

Weapon: _____ Dmg + _____
Spd + _____ Stam + _____ Strike + _____ Parry + _____
Size ____ Range ____ / ____ / ____ Payload ____ RS ____
Actions per Round ____ Other _____

Weapon: _____ Dmg + _____
Spd + _____ Stam + _____ Strike + _____ Parry + _____
Size ____ Range ____ / ____ / ____ Payload ____ RS ____
Actions per Round ____ Other _____

Weapon: _____ Dmg + _____
Spd + _____ Stam + _____ Strike + _____ Parry + _____
Size ____ Range ____ / ____ / ____ Payload ____ RS ____
Actions per Round ____ Other _____

## Combat Actions

**Attack-Light**  
(Spd 2, Stam 0, +2 Strike, +1 Dmg)

**Attack-Full**  
(Spd 4, Stam 1, +3 Dmg)

**Attack-Strong**  
(Spd 6, Stam 2, -4 Strike, +5 Dmg)

**Co-operative Attack**  
(Spd +2, Stam +1, -3 Strike, +25% Dmg)

**Disarm**  
(Spd 4, Stam 1, -4 Strike)

**Draw Weapon**  
(Spd 1+Size, Stam 0)

**Feint**  
(Spd 3, Stam 0)

**Grapple**  
(Spd 4, Stam 2)

**Hold Action**  
(Spd 1, Stam 0)

**Move-Normal**  
(Spd 4/2/1, Stam 0)

**Move-Sprint/Rush**  
(Spd 5, Stam 2)

**Push**  
(Spd 3, Stam 1)

**Stand**  
(Spd 4, Stam 1)

**Summon Inner Strength**  
(Spd 6, Stam 0)

**Sweep**  
(Spd 3, Stam 1)

**Touch**  
(Spd 1, Stam 0, +2 Strike)

**Use Skill**  
(Spd 6, Stam Varies)

**Aim**  
(Spd 3, Stam 0)

**Auto-fire-Short Burst**  
(Spd +1, Stam +0, +25% Dmg\*\*)

**Auto-fire-Medium Burst**  
(Spd +2, Stam +1, +50% Dmg\*\*)

**Auto-fire-Long Burst**  
(Spd +3, Stam +2, +100% Dmg)

**Throw Weapon**  
(Spd 4, Stam 1, -2 Strike per Size)

## Combat REActions

**Dodge**  
(Spd 3, Stam 1)

**Entangle**  
(Spd 3, Stam 1, -4 Parry)

**Parry**  
(Spd 2, Stam 0)

**Roll**  
(Spd 1, Stam 0, +2 Roll)

**Take Hit**  
(Spd 0, Stam 0)

**Take Hit Strategically**  
(Spd 0, Stam 1, -4 Roll)