



Bubbas (#1) {425 pts.}



Gang Bonus: Trailer Park Team-Up - If two or more friendly rowdies attack the same enemy rowdie, then each rowdie after the first to attack gains +1d10 to their attack.

Joe

Level: Hardcore **Archetype:** Human **Points:** 153
Fighting: 5d10 **Shooting:** 5d10 **Guts:** 3d10 **Stamina:** 5 **Speed:** 5 **DR:** 3
Armor: Combat Armor (DR 3)
Equipment:
Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Chainsaw			9	+4d10 Fighting, TH	2
Sniper Rifle	24"/+5d10	48"/+4d10		TH	2/1

Lily

Level: Veteran **Archetype:** Human **Points:** 97
Fighting: 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 7 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment: Bionics (Speed Boost)
Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			4		0
Assault Rifle	12"/+3d10	24"/+2d10		FA, TH	1/0

Chris P

Level: Muscle **Archetype:** Human **Points:** 90
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment:
Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Flamethrower	3"/+3d10	6"/+2d10		AH, FR, TH	1/1

Granny

Level: Muscle **Archetype:** Human **Points:** 85
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment:
Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Sub Machine Gun	6"/+3d10	12"/+2d10		FA	1/0