



Roadkill (#2) {424 pts.}



Gang Bonus: Keep Your Head Down - Active cover grants an additional +1 DR.

Rocky

Level: Hardcore **Archetype:** Awakened (Raccoon) **Points:** 127
Fighting: 6d10 **Shooting:** 5d10 **Guts:** 3d10 **Stamina:** 5 **Speed:** 4 **DR:** 3
Armor: Combat Armor (DR 3)
Equipment: Bionics (Enhanced Strength)

Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed Energy			9	+3d10 Fighting	2
Plasma Rifle	12"/+3d10	24"/+2d10		TH	3/2

Deer Hunter

Level: Veteran **Archetype:** Awakened (Deer) **Points:** 137
Fighting: 5d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 6 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment:

Powers: Horns

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			5		2
Sniper Rifle	24"/+5d10	48"/+4d10		TH	2/1

Dealio

Level: Muscle **Archetype:** Awakened (Armadillo) **Points:** 77
Fighting: 4d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 4 **DR:** 3
Armor: Shield (DR 1, +1d10 Fighting), Natural Armor (DR 2)

Equipment:

Powers: Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			6	+2d10 Fighting	2
Handgun	3"/+2d10	6"/+1d10			1/0

Opie

Level: Muscle **Archetype:** Awakened (Opossum) **Points:** 83
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)

Equipment:

Powers: Prehensile Tail

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			3		0
Sub Machine Gun	6"/+3d10	12"/+2d10		FA	1/0