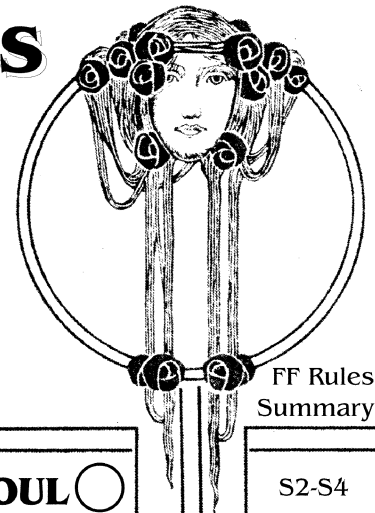
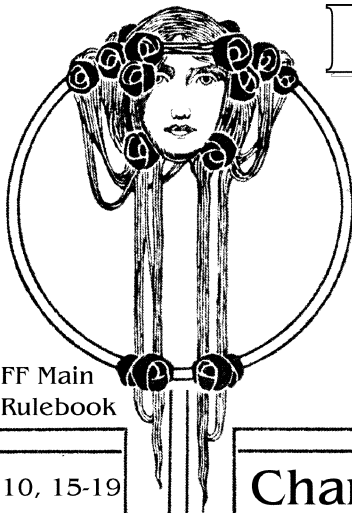


# FORGOTTEN FUTURES

## Character Sheet



Player Name:

Character Name:

Sex:

Profession:

Age:

FF Main  
Rulebook

FF Rules  
Summary

10, 15-19

11, 18-29

12

12-13

30-32

39-42

Characteristics: **BODY** ○ **MIND** ○ **SOUL** ○

Skills

**BONUS POINTS**

Notes & Equipment

Weapon	Mult?	Effect	A	B	C	Notes

**WOUNDS**    **B**     **F** -1    **I** -2    **I** -4    **C**

S2-S4

S4-S7

S2

S2

S10-S12

S7

The following can be done in a combat round:

**Movement**

Walk 10', Run 20'  
**OR**

**An Action**, such as ducking for cover or opening a door.

**THEN An Attack**

**THEN Wounds** take effect.

Attacking

		Defending																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Attacking	1	7	6	5	4	3	2	2	2	-	-	-	-	-	-	-	-	-	-
	2	8	7	6	5	4	3	2	2	2	-	-	-	-	-	-	-	-	-
	3	9	8	7	6	5	4	3	2	2	2	-	-	-	-	-	-	-	-
	4	10	9	8	7	6	5	4	3	2	2	2	-	-	-	-	-	-	-
	5	11	10	9	8	7	6	5	4	3	2	2	2	-	-	-	-	-	-
	6	11	11	10	9	8	7	6	5	4	3	2	2	2	-	-	-	-	-
	7	11	11	11	10	9	8	7	6	5	4	3	2	2	2	-	-	-	-
	8	11	11	11	11	10	9	8	7	6	5	4	3	2	2	2	-	-	-
	9	11	11	11	11	11	10	9	8	7	6	5	4	3	2	2	2	-	-
	10	11	11	11	11	11	11	10	9	8	7	6	5	4	3	2	2	2	-

This table is used for any attempts to achieve something by using a characteristic or skill. Roll 2D6; if the result is less than or equal to the number indicated on the table, the attempt succeeds. A dash (-) indicates that there is **no** chance of success, otherwise 2 is **always** a success, 12 is **always** a failure.

Damage is determined by using **EFFECT** to attack the target's **BODY**. Failure = Col. A, Success = Col. B. Less than half needed = Col. C. If in doubt, use this table:

Roll Needed	Col. A if result	Col. B if result	Col. C if result
2	3-12	2	-
3	4-12	2-3	-
4	5-12	3-4	2
5	6-12	3-5	2
6	7-12	4-6	2-3
7	8-12	4-7	2-3
8	9-12	5-8	2-4
9	10-12	5-9	2-4
10	11-12	6-10	2-5
11	12	6-11	2-5

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