



1b. **PACE:** **PARRY:** **TOUGHNESS:** **PSYCHE:**
 Run Die: ____ 1/2 Fighting+2 ____ 1/2 Vigor+2 1/2 Spirit+2

1c.	TRUE NAME: _____ Any culture, any gender is playable in TF Raven	PERSONALITY <i>(Examples)</i> Methodical, Bold, Cool, Precise, Charming, Sharp, Pessimistic, Risky, Alpha, Icy, Savage, Honorable, Psychotic, Hopeful, Quiet, Cheerful, Sombre.
	COS: _____/ ADVTRA: _____	
	CIVIE: _____ Athlete, Artist, Teacher, Student, Laborer, Medical, Lawyer, Engineer, First Responder, Journalist, Influencer, Criminal, Parent.	NOTABLE FEATURES <i>(Examples)</i> Eyes: Alert, Sharp, Knowing, Playful Hair: Regulation, Unkempt, Faddish Kit: Tight, Custom, Specialized

1d. My greatest fear: _____

My worst regret: _____

My strongest instinct: _____

My primary motivation: _____

2.	SKILL	TRAIT DIE
	Academics (Smarts)	
	*Athletics (Agility)	
	*Battle (Smarts)	
	Boating (Agility)	
	*Common Knowledge	
	Driving (Agility)	
	Electronics (Smarts)	
	*Fighting (Agility)	
	Gambling (Smarts)	
	Hacking (Smarts)	
	Healing (Smarts)	
	Intimidation (Spirit)	
	*Language (Smarts)	
	- Native	
	-	
	-	
	-	

SKILL	TRAIT DIE
*Notice (Smarts)	
Occult (Smarts)	
Performance (Spirit)	
*Persuasion (Spirit)	
Piloting (Agility)	
Repair (Smarts)	
Research (Smarts)	
Riding (Agility)	
Science (Smarts)	
-	
-	
-	
*Shooting (Agility)	
*Stealth (Agility)	
*Survival (Smarts)	
Taunt (Smarts)	
Thievery (Agility)	

3.

OBSTACLES:

EDGES: Soldier,

FATIGUE

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UNIT

101

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NINE LINE

COMBAT READINESS PROFILE

PSYCHOLOGICAL HINDRANCES

7.

HINDRANCE	DIAGNOSIS

OPERATOR EFFECTIVENESS

8.

EDGE	TRAINING RESULTS

9. **COMBAT OPERATIONS SPECIALITY (COS)**

10. **ADVANCED TRAINING (ADVTRA)**

BASIC KIT LOADOUT

What follows are the most common items used by Operators. No specific weapon is named (AK vs SCAR-17), but rather the intended use by design. Think of manufacturer and model as trappings. These items are free, but each Operator also begins with \$500 in supply funding for anything else they need.

5a.

PRIMARY WEAPON

Every Operator chooses their preferred weapon platform, usually connected to their combat specialty within the Task Force. From the list, choose one weapon:

- ☐ Battle Rifle (Range 24/48/96, Damage 2d8+1, AP 3, ROF 3, Shots 20, min STR d6, 10lbs)
- ☐ CQB Carbine (Range 20/40/80, Damage 2d8, AP 2, ROF 1, 3RB, Shots 30, min STR d6, 8lbs)
- ☐ SMG (Range 12/24/48, Damage 2d6, AP 1, ROF 3, Shots 30, min STR d6, 10lbs)
- ☐ SAW (Range 30/60/120, Damage 2d8, AP 2, ROF 4, Shots 200, min STR d8, 20lbs)
- ☐ Marksman (Range 50/100/200, Damage 2d10, AP 2, ROF 1, Shots 10, min STR d6, 15lbs)
- ☐ Semi-Auto Shotgun (Range 12/24/48, Damage 1-3d6, AP —, ROF 1, Shots 10, min STR d6)

5b.

SIDEARM

Every Operator carries a pistol as a secondary/last resort weapon. Yes, that kind of last resort.

- ☐ Pistol (Range 12/24/48, Damage 2d6, AP 1, ROF 1, Shots 15, min STR d4, 3lbs)

5c. AMMO

As part of this load out, each Operator carries 6 full magazines for their Primary weapon (4lbs) (2 box magazines for the SAW (8lbs.)), and 3 full magazines for their pistol (3lbs.) or 1 full reload for the shotgun (2lbs.).

5d.

BLADE

Choose one of the following as a backup weapon, for those intimate moments in life.

- ☐ Fixed Blade (Range 3/6/12, Damage Str+d4, min STR d4, 1lbs)
- ☐ Tomahawk (Range 3/6/12, Damage Str+d6, min STR d6, 2lbs)

5e.

ARMOR

A plate carrier and mich helmet is part of the basic kit. The plates and helmet reduce ballistic damage by 4. The plates can be removed to lighten the load, but this reduces the Armor by —2.

- Level III Carrier with plates (torso): Armor +4, min STR d8, 20lbs.
- Ballistic Helmet (head): Armor +4, min STR d4, 5lbs.

5f.

GRENADES

As part of getting to yes on a mission status, each Operator carries up to three grenades of their choice, in any combination:

- ___ M67 (Fragmentation) (5/10/20, 3d6, MBT, 1lbs.)
- ___ Stun (Flash-bang) (5/10.20, LBT, 1lbs.; Vigor (-2 w/raise) or Stunned)
- ___ Smoke (IR defeating or colored) (5/10/20, LBT, 1lbs.; Obscures vision -4)

5g. COMMON GEAR

Choose: Full Kit (20lbs., all gear) or Covert Kit (10lbs., Marked with *)

- *MBITR Troop Radio (secure comms)
- *Individual First Aid Kit, one use (see SWADE pg. 96).
- *Suppressors for Primary Weapon (not SAW) and Pistol.
 - -2 Notice gunfire outside of LBT, increase range penalties by one (-1 S/-3 M/-5 L).
- *Bipod/Foregrip, Laser, Red Dot, and/or Rifle Scope (see SWADE pg. 68).
- Enhanced Night Vision Goggles (ENVG)
 - Ignore all Illumination penalties.
- *GPS Tracker (wrist device).
- *Micro Chemlights.
- IR Indicator (worn on shoulder) to ID one another.
- *Zip Ties x6.
- Breaching Tool (choose one)(+2 Battle roll during Breaching Actions):
 - ☐ Pry Bar (Improvised Weapon)
 - ☐ Breaching Hammer (+5lbs) (Improvised Weapon)
 - ☐ *Breaching Pen
 - ☐ Breaching Charge x1
- *Hooligan Tools (Thievery)
- Hydration carrier (water for one day)
- Emergency rations for 2 days.

5h. SPECIALIST GEAR

As part of building the team, each Operator chooses one of the following items to help round out the needs and capabilities:

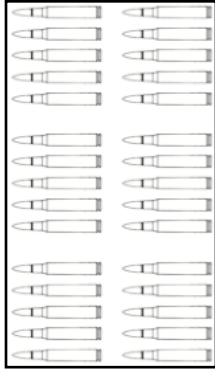
- ☐ Medic Trauma Kit (+2 Healing, Uses: 3, 20lbs.)
- ☐ Ghillie Suit (+4 to Stealth, 6lbs)
- ☐ Laser Designator (+2 to support allied extras Shooting rolls, 1lbs.))
- ☐ Satellite Comms (1lbs.)
- ☐ Magnetic Climbing Gear (+2 Athletics on metallic walls, 20lbs.)
- ☐ Wall Sensor (Smarts roll to detect movement through walls/doors, Wt. 5)
- ☐ RF Collection Box (+2 Electronics to intercept signals, 15lbs.)
- ☐ Listening devices (x4) and micro-camera (x4) (1lbs.)
- ☐ Assault Ladder (20') (10lbs.)
- ☐ Under Door Camera (+2 Breaching Actions, 6' pole, NOD included, 5lbs.)
- ☐ Team Awareness Kit (plate-carrier mounted map live feed; 1lbs.)
- ☐ Ballistic Shield (+3 Armor, -4 Cover, -4 ballistic damage, STR d6, 9lbs.)

6.

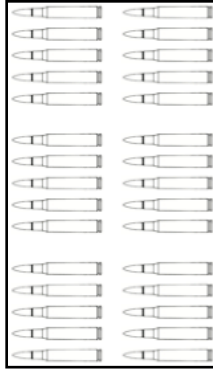
Total Load (lbs): _____ / _____ MAX
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ACTION	NOTES
Aim	Ignore 4pts range penalties or +2 Shooting w/o penalties. No move or multi-action.
Called Shots	Limb: -2, Hand: -4, Head/Vitals: -4. +4 damage
Cover	Light: -2, Medium: -4, Heavy: -6, Total: -8 Obstacle adds to Armor if attack would hit
Defend	+4 Parry. No multi-action/running
Evasion	Agility -2
Gang Up	+1 Fighting per adjacent attacker (+4 max)
Grappling	Opposed Athletics: Entangled (Bound on raise) and Vulnerable.
Multi-Actions	-2 to all actions attempted (3 max).
Off Hand	-2 Attack rolls
Prone	Medium Cover (ranged), -2 Fighting, -2 Parry
Range	Short: 0, Medium: -2, Long: -4, Extreme: -8 Pistol in melee: TN = Parry
Recoil:	-2 Shooting at ROF 2+
Stunned	Distracted, The Drop
Support	+1 (+2 raise). Crit Fail -2
Suppressive Fire	MBT, Shooting roll. Hits = Distracted (+damage on a raise)
Surprise	Notice or no Initiative
Test	Opposed Skills, Distracted or Vulnerable (+Shaken on a raise)
Two Weapons	+1 Fighting vs 1 weapon/no shield/unarmed
Unstable Platform	-2 Shooting roll
Vulnerable	Actions against are +2 (no Drop) until end of next turn.
Wild Attack	+2 Fighting, +2 Damage but Vulnerable until end of next turn.
Withdraw	Adjacent foes get free attacks

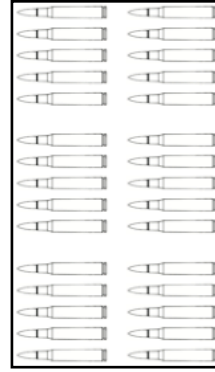
ROF	BULLETS FIRED
1	1
2	5
3	10
4	20
5	40
6	50



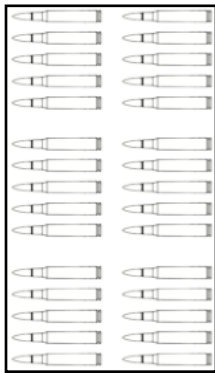
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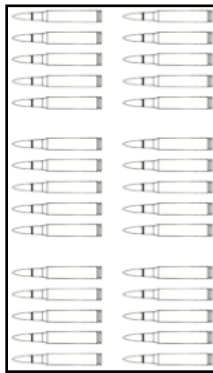
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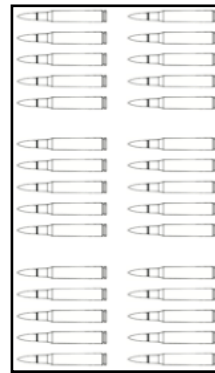
30 Round Mag (Rifle)



30 Round Mag (Rifle)



30 Round Mag (Rifle)



30 Round Mag (Rifle)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



Grenades:

☐ M67

☐ Smoke

☐ IR Smoke

☐ Flashbang

Rifle Caliber (Choose):

☐ 7.62x39

☐ 5.56

☐ 6.5

☐ 6.8

☐ .300BLK

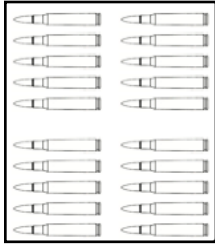
Pistol Caliber (Choose):

☐ 9mm

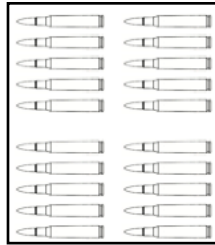
☐ .45

☐ 5.7x28

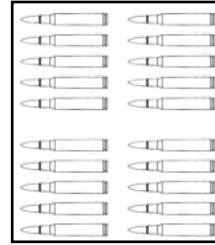
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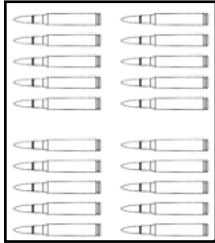
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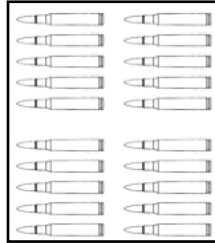
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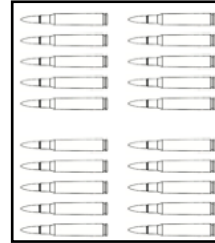
20 Round Mag (Rifle)



20 Round Mag (Rifle)



20 Round Mag (Rifle)



20 Round Mag (Rifle)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



Grenades:

☐ M67

☐ Smoke

☐ IR Smoke

☐ Flashbang

Rifle Caliber (Choose):

☐ .308

☐ 12.7

☐ 6.5

☐ 6.8

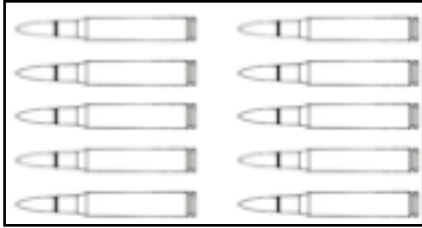
Pistol Caliber (Choose):

☐ 9mm

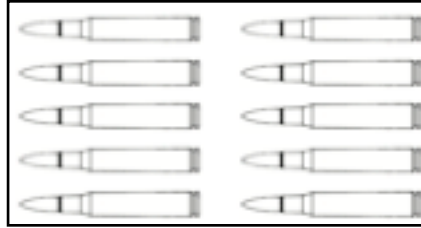
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☐ 5.7x28

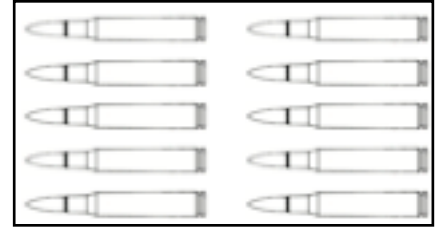
☐ .40



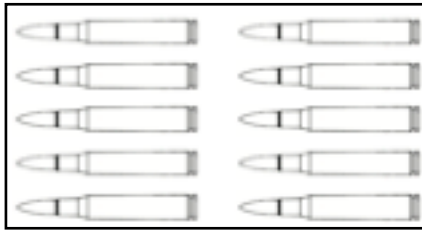
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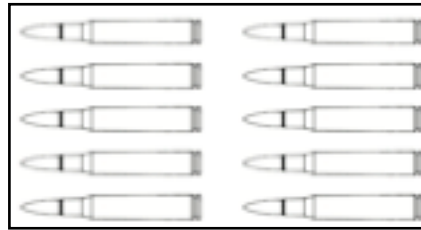
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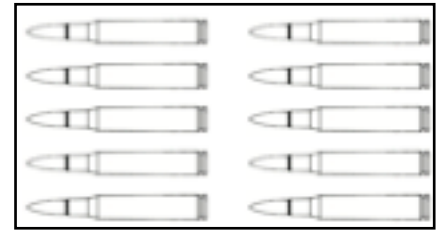
10 Round Mag (Sniper)



10 Round Mag (Sniper)



10 Round Mag (Sniper)



10 Round Mag (Sniper)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



15 Round Mag (Pistol)



Grenades:

- ☐ M67
- ☐ Smoke
- ☐ IR Smoke
- ☐ Flashbang

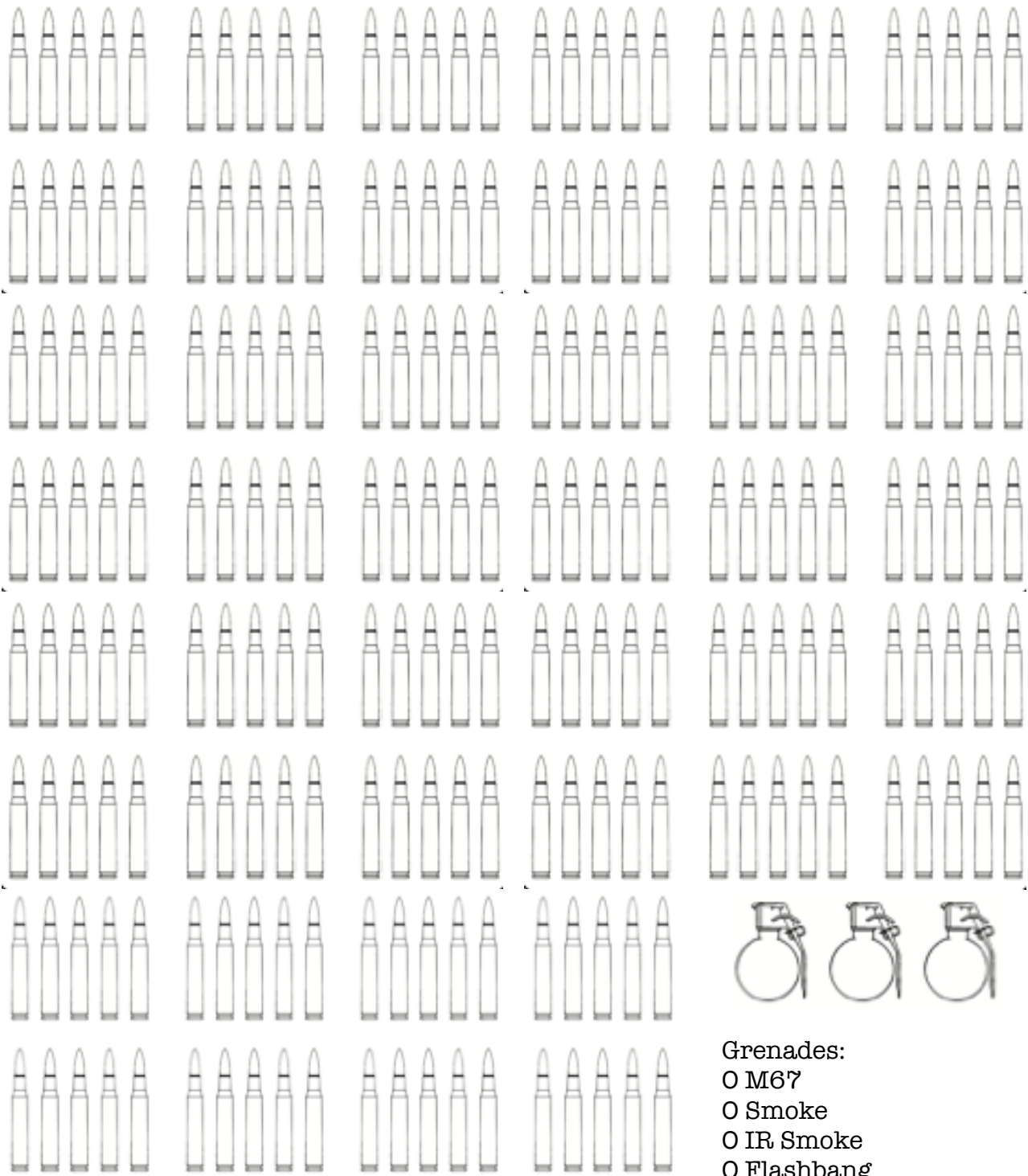
Rifle Caliber (Choose):

- | | |
|----------------------------|----------------------------|
| <input type="radio"/> .308 | <input type="radio"/> 6.8 |
| <input type="radio"/> 12.7 | <input type="radio"/> 6.5 |
| <input type="radio"/> .300 | <input type="radio"/> .330 |

Pistol Caliber (Choose):

- | | |
|------------------------------|---------------------------|
| <input type="radio"/> 9mm | <input type="radio"/> .45 |
| <input type="radio"/> 5.7x28 | <input type="radio"/> .40 |

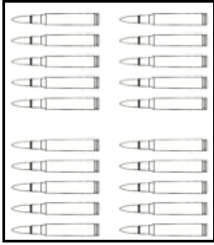
200 Round Box Mag (SAW)



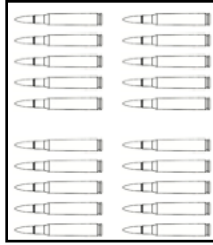
Pistol Caliber (Choose):

- ☐ 9mm
- ☐ .45
- ☐ 5.7x28
- ☐ .40

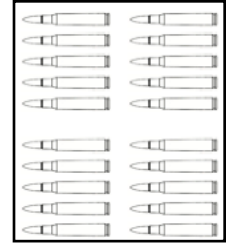
15 Round Mag (Pistol) 15 Round Mag (Pistol) 15 Round Mag (Pistol)



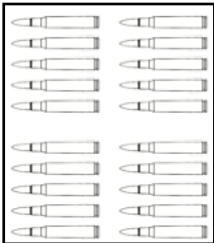
20 Round Mag (Rifle)



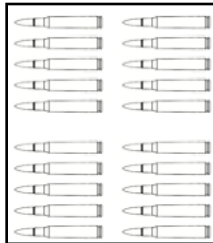
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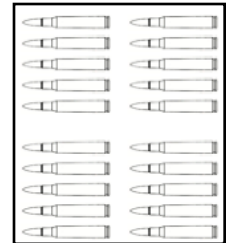
20 Round Mag (Rifle)



20 Round Mag (Rifle)

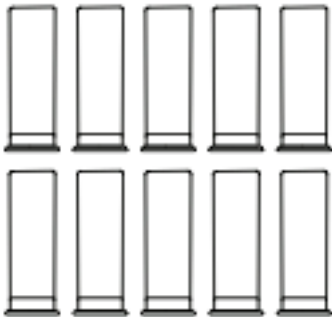


20 Round Mag (Rifle)

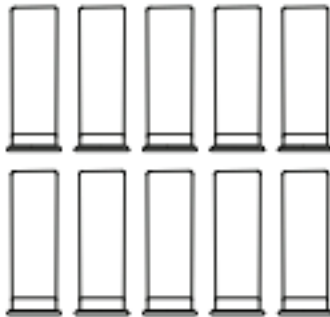


20 Round Mag (Rifle)

Rifle Caliber (Choose):	
<input type="radio"/> .308	<input type="radio"/> 12.7
<input type="radio"/> 6.5	<input type="radio"/> 6.8



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10



Grenades:
☐ M67
☐ Smoke
☐ IR Smoke
☐ Flashbang



30 Round Mag (SMG)



30 Round Mag (SMG)



30 Round Mag (SMG)

SMG Caliber (Choose):

☐ 9mm

☐ .45

☐ 5.7x28

☐ 4.6



30 Round Mag (SMG)



30 Round Mag (SMG)



30 Round Mag (SMG)



Grenades:

☐ M67

☐ Smoke

☐ IR Smoke

☐ Flashbang



15 Round Mag (Pistol)



15 Round Mag (Pistol)



15 Round Mag (Pistol)

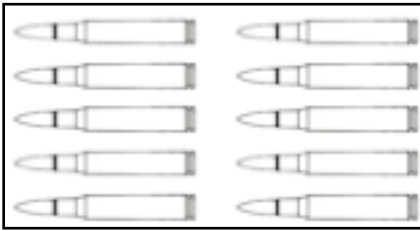
Pistol Caliber (Choose):

☐ 9mm

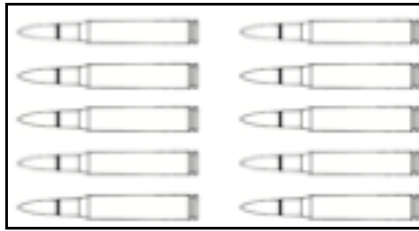
☐ .45

☐ 5.7x28

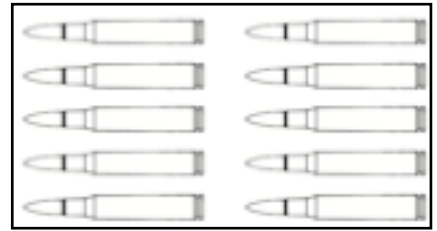
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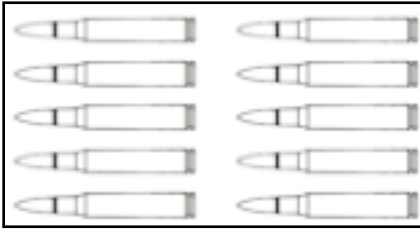
10 Round Mag (Sniper)



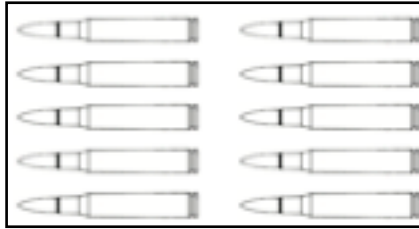
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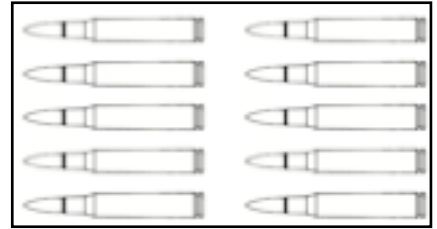
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10 Round Mag (Sniper)



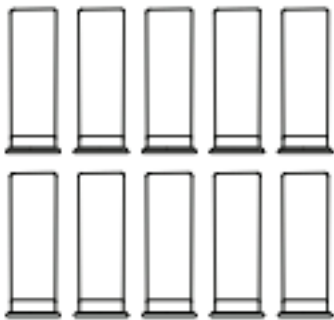
10 Round Mag (Sniper)



10 Round Mag (Sniper)

Rifle Caliber (Choose):

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<input type="radio"/> 12.7	<input type="radio"/> 6.5
<input type="radio"/> .300	<input type="radio"/> .330



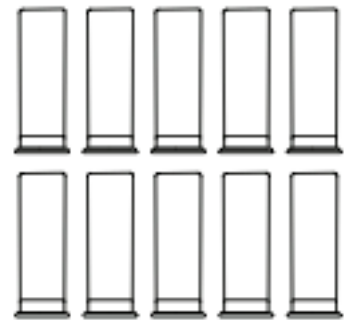
Shotgun Load:

- ☐ Buck 3d6/2d6/1d6
- ☐ Slug 2d10



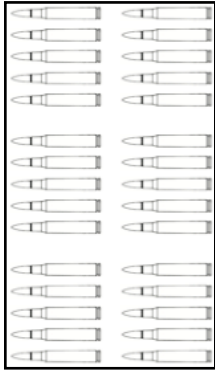
Grenades:

- ☐ M67
- ☐ Smoke
- ☐ IR Smoke
- ☐ Flashbang

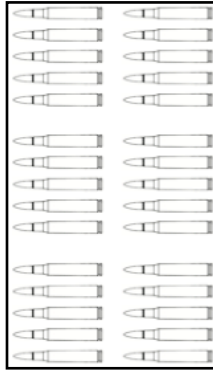


Shotgun Load:

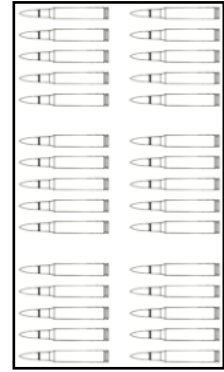
- ☐ Buck 3d6/2d6/1d6
- ☐ Slug 2d10



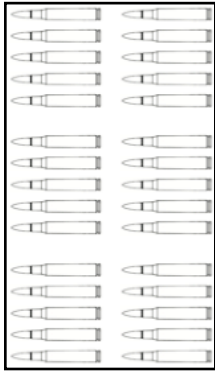
30 Round Mag (Rifle)



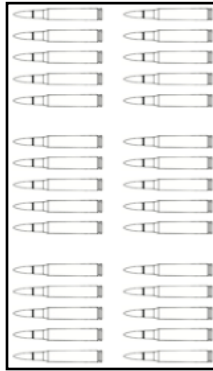
30 Round Mag (Rifle)



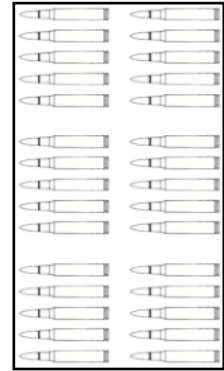
30 Round Mag (Rifle)



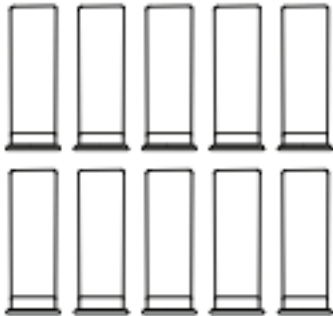
30 Round Mag (Rifle)



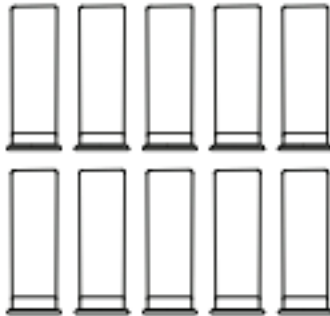
30 Round Mag (Rifle)



30 Round Mag (Rifle)



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10

Rifle Caliber (Choose):	
<input type="radio"/> 7.62x39	<input type="radio"/> 5.56
<input type="radio"/> 6.5	<input type="radio"/> 6.8
<input type="radio"/> .300BLK	



Grenades:
☐ M67
☐ Smoke
☐ IR Smoke
☐ Flashbang



30 Round Mag (SMG)



30 Round Mag (SMG)



30 Round Mag (SMG)



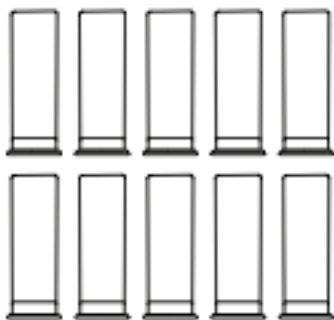
30 Round Mag (SMG)



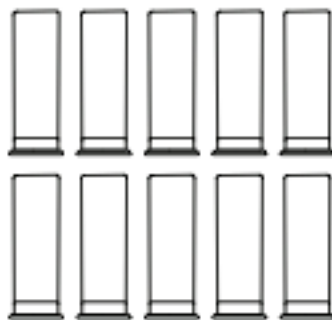
30 Round Mag (SMG)



30 Round Mag (SMG)



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10

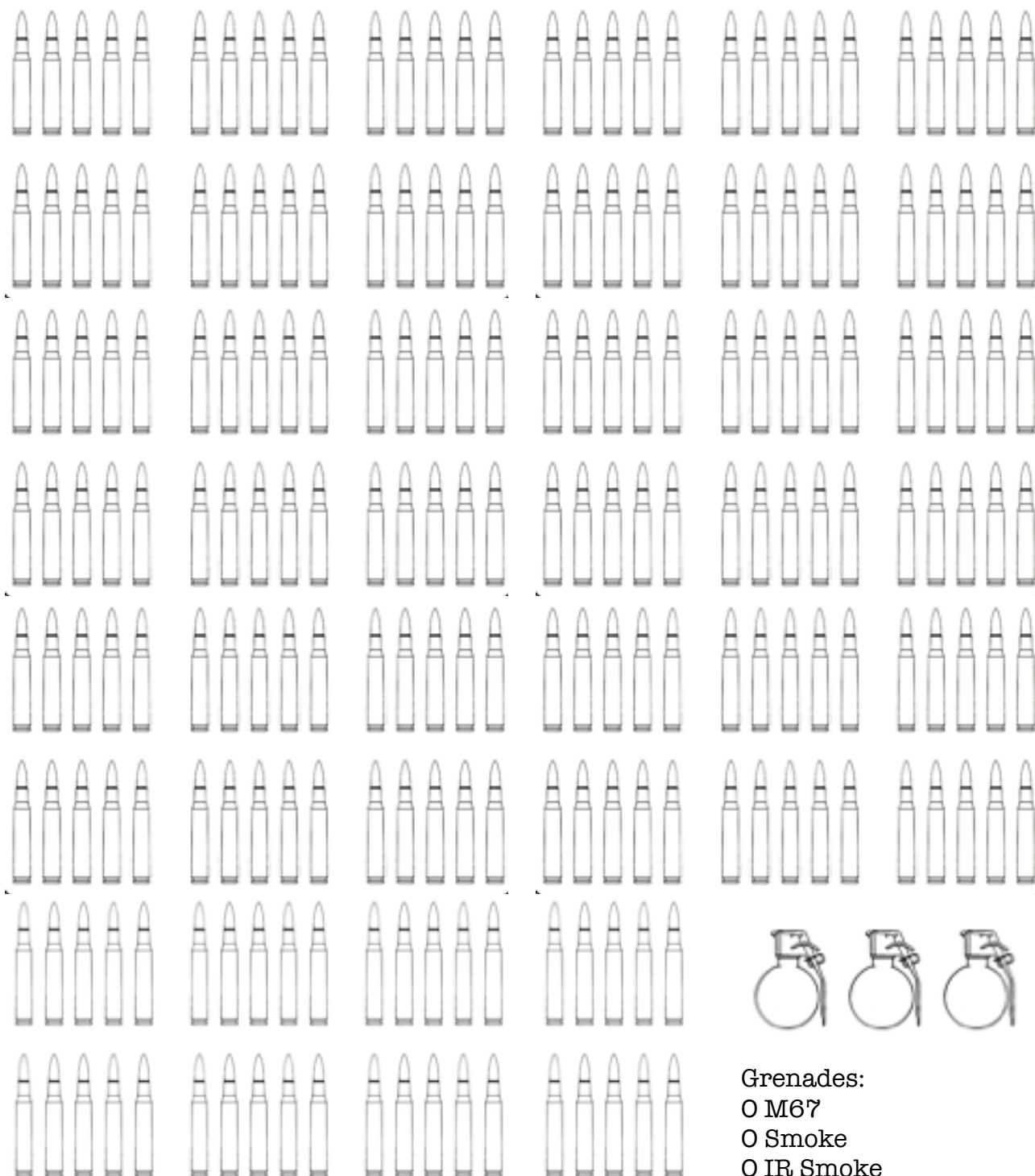


Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10

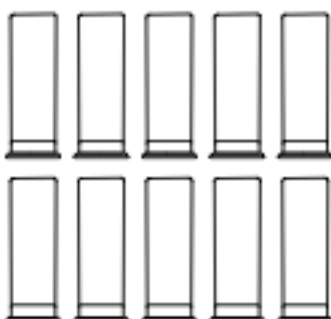
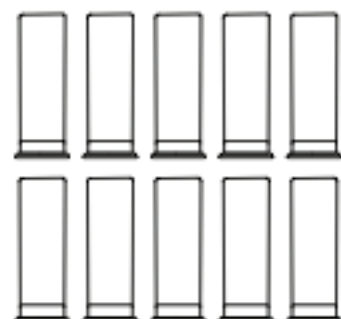
SMG Caliber (Choose):	
<input type="radio"/> 9mm	<input type="radio"/> .45
<input type="radio"/> 5.7x28	<input type="radio"/> 4.6



Grenades:
☐ M67
☐ Smoke
☐ IR Smoke
☐ Flashbang



Grenades:
☐ M67
☐ Smoke
☐ IR Smoke
☐ Flashbang



Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10

Shotgun Load:
☐ Buck 3d6/2d6/1d6
☐ Slug 2d10