Last Modified: Friday, August 21, 2015 3:42 AM

ENCOUNTER: *Gojira!!!*
CAMPAIGN:

ADVENTURE:
LOCATION:

GOJIRA [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	SOAK	WOUND	STRAIN	DEFENSE (RANGED)	DEFENSE (MELEE)
6	3	1	3	3	1	8	40	15	0	0

Skills:
Brawl 2 (◯◯◆◆◆◆), Perception 2 (◯◯◆), Survival 3 (◯◯◯), Vigilance 2 (◯◯◆), Ranged - Heavy 1 (◯◆◆)

Abilities:
Silhouette - 3
Sweep Attack - The rancor can spend ⊕ on a successful Brawl check to hit the target as well as anyone engaged with the target.

Weapons:
Flame Projector - Uses personal scale - **Skill:** Ranged - Heavy (◯◆◆) **Range:** Short, **Damage:** 8, **Critical:** ⟲⟲, **Qualities:** Burn 3, Blast 8
Massive Rending Claw - **Skill:** Brawl (◯◯◆◆◆◆), **Range:** Short, **Damage:** 10, **Critical:** ⟲⟲⟲, **Qualities:** Knockdown, Sunder

WOUND	STRAIN	ENEMY	OTHERS	EFFECTS	CRITS
☐☐☐☐	☐☐☐☐	☐☐☐■	☐☐☐■	☐ Cover ☐ Prone ☐ Incapacitated	Critical Injury ____ ◇◇◇◇
☐☐☐☐	☐☐☐☐	☐☐☐■	☐☐☐■	☐ Staggered ☐ Disoriented ☐ Immobilized	Critical Injury ____ ◇◇◇◇
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NOTES

KEY: Cover, Prone, Incapacitated, Staggered, Disoriented, Immobilized, Critical Injury