

MODERN AGE

BASIC RULEBOOK



GET MORE 
IN THE
GREEN RONIN
ONLINE STORE

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PLAY AIDS

INITIATIVE CARD

NAME		SPEED		INITIATIVE
		○		○
LEVEL				
ACCURACY	COMMUNICATION	CONSTITUTION		
DEXTERITY	FIGHTING	INTELLIGENCE		
PERCEPTION	STRENGTH	WILLPOWER		

INITIATIVE CARD

NAME		SPEED		INITIATIVE
		○		○
LEVEL				
ACCURACY	COMMUNICATION	CONSTITUTION		
DEXTERITY	FIGHTING	INTELLIGENCE		
PERCEPTION	STRENGTH	WILLPOWER		

QUICK REFERENCE CARD

NAME			HEALTH
LEVEL			
ACCURACY			
COMMUNICATION			
CONSTITUTION			
DEXTERITY			
FIGHTING			
INTELLIGENCE			
PERCEPTION			
STRENGTH			
WILLPOWER			
WEAPON	ATTACK ROLL	DAMAGE	SPEED
POWERS			DEFENSE
EQUIPMENT			TOUGHNESS
			ARMOR

QUICK REFERENCE CARD

NAME			HEALTH
LEVEL			
ACCURACY			
COMMUNICATION			
CONSTITUTION			
DEXTERITY			
FIGHTING			
INTELLIGENCE			
PERCEPTION			
STRENGTH			
WILLPOWER			
WEAPON	ATTACK ROLL	DAMAGE	SPEED
POWERS			DEFENSE
EQUIPMENT			TOUGHNESS
			ARMOR

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MODERN AGE

NAME

AGE **HEIGHT & WEIGHT**

BACKGROUND

SOCIAL CLASS

PROFESSION

DRIVE

ACCURACY **RATING**

COMMUNICATION **RATING**

CONSTITUTION **RATING**

DEXTERITY **RATING**

FIGHTING **RATING**

INTELLIGENCE **RATING**

PERCEPTION **RATING**

STRENGTH **RATING**

WILLPOWER **RATING**

DISTINCTIVE FEATURES

LEVEL

MOVE
IN YARDS

RUN
IN YARDS

SPEED DEFENSE TOUGHNESS ARMOR PENALTY HEALTH

AR

ARMOR TYPE **TOUGHNESS MODE**

TALENTS, SPECIALIZATIONS, & EXTRAORDINARY POWERS

WEAPON ATTACK ROLL DAMAGE

RELATIONSHIPS & SOCIAL TIES

PREFERRED STUNTS & OTHER NOTES

EQUIPMENT

EXPERIENCE **RESOURCES**

CHARACTER BACKGROUND