

AGILITY (4/6/8/10/12)

SMARTS (4/6/8/10/12)

SPIRIT (4/6/8/10/12)

STRENGTH (4/6/8/10/12)

VIGOR (4/6/8/10/12)

PACE

PARRY

TOUGHNESS



Name: _____

Race: _____

Description: _____

-1 -2 -3 INCAP -2 -1

WOUNDS

FATIGUE

SKILLS

ARMOR

HINDRANCES

Athletics (4/6/8/10/12)

Common Know. (4/6/8/10/12)

Notice (4/6/8/10/12)

Persuasion (4/6/8/10/12)

Stealth (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

Head: _____

Body: _____

Arms: _____

Legs: _____

GEAR

EDGES

ADVANCES

N _____

N _____

N _____

S _____

S _____

S _____

S _____

V _____

V _____

V _____

V _____

H _____

H _____

H _____

H _____

L _____

L _____

L _____

L _____

INJURIES

POWER PP RANGE DUR. EFFECT COLD ELEC HEAT PP /

WEAPON RANGE DAMAGE AP RoF Wt. NOTES

