



NAME: _____

BASE DERIVED STATS MOD

RANK: _____ XP: _____

ATTRIBUTES

- 4 6 8 10 12 **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**

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DERIVED STATS

- PACE**
- PARRY**
(2+ Half Fighting)
- TOUGHNESS**
(2+ Half Vigor)
- GRIT**
(Rank)
- CHARISMA**

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○

HINDRANCES

EDGES

SKILLS

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
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

GEAR

ITEM LOCATION WEIGHT

DINERO

TOTAL WEIGHT CARRIED: _____
 WEIGHT LIMIT: _____
 ENCUMBRANCE PENALTY: _____

BACKGROUND

WORST NIGHTMARE

ARMOR TYPE AREA PROTECTED PROTECTION WEIGHT TRAPPING (POWER) DRAIN RANGE DAMAGE/EFFECT DURATION

WEAPON RANGE ROF DAMAGE WEIGHT

WOUNDS!
 -1 -2 -3 INC! FATIGUE!
 -2 -1

NOTES: PERMANENT INJURIES: _____

NOTES: _____

