



NAME: _____

BASE DERIVED STATS MOD

RANK: _____ XP: _____

ATTRIBUTES

4 6 8 10 12 AGLITY

4 6 8 10 12 SMARTS

4 6 8 10 12 SPIRIT

4 6 8 10 12 STRENGTH

4 6 8 10 12 VIGOR

Five empty circles for attribute modifiers.

DERIVED STATS

PACE

PARRY

(2+ Half Fighting)

TOUGHNESS

(2+ Half Vigor)

GRIT

(Rank)

CHARISMA

Five empty circles for derived stats modifiers.

HINDRANCES

EDGES

SKILLS

15 rows of skill progress indicators (4 6 8 10 12).

GEAR

ITEM

LOCATION

WEIGHT

DINERO

TOTAL WEIGHT CARRIED: _____

WEIGHT LIMIT: _____

ENCUMBERANCE 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: _____

