Name:

Rank:

Origin:

Total Experience:

Aptitude:

Allegiance:

Attributes

Agility ●⑥⑧⑩⑫

Driving ④⑥⑧⑩⑫

Fighting ④⑥⑧⑩⑫

Piloting ④⑥⑧⑩⑫

Shooting ④⑥⑧⑩⑫

Stealth ④⑥⑧⑩⑫

④⑥⑧⑩⑫

④⑥⑧⑩⑫

Smarts ●⑥⑧⑩⑫

Healing ④⑥⑧⑩⑫

Investigation ④⑥⑧⑩⑫

Notice ④⑥⑧⑩⑫

Streetwise ④⑥⑧⑩⑫

Taunt ④⑥⑧⑩⑫

④⑥⑧⑩⑫

④⑥⑧⑩⑫

Spirit ●⑥⑧⑩⑫

Guts ④⑥⑧⑩⑫

Intimidation ④⑥⑧⑩⑫

Persuasion ④⑥⑧⑩⑫

④⑥⑧⑩⑫

Strength ●⑥⑧⑩⑫

Climbing ④⑥⑧⑩⑫

④⑥⑧⑩⑫

Vigor ●⑥⑧⑩⑫

④⑥⑧⑩⑫

Edges & Hindrances

Hindrances

Edges

Health

Wounds: -1 -2 -3 INC

Permanent Injuries:

Fatigue: -1 -2 INC

Equipment

Gear

Item	Location	Weight

Currency:

Total Weight Carried:

Weight Limit:

Encumberance Penalty:

Psi

Aptitude:

❍❍❍❍❍

❍❍❍❍❍

❍❍❍❍❍

Auxilary Modes:

❍❍❍❍❍

❍❍❍❍❍

❍❍❍❍❍

Psi / Power Points:

❍❍❍❍❍❍❍❍❍❍❍❍❍❍❍

❍❍❍❍❍❍❍❍❍❍❍❍❍❍❍

Armor & Weapons

Armor Type	Area Protected	Protection	Weight	Cost

Weapon	Range	RoF	Damage	Weight	Notes

Ammo Counter

❍❍❍❍❍❍❍❍❍❍❍❍❍❍❍

❍❍❍❍❍❍❍❍❍❍❍❍❍❍❍

❍❍❍❍❍❍❍❍❍❍❍❍❍❍❍

Derived Stats

Pace (6") ____ Toughness (2+half Vigor) ____

Charisma (0) ____ Parry (2+half Fighting) ____

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