

ATTRIBUTES

AGILITY 4 6 8 10 12 +

STRENGTH 4 6 8 10 12 +

SMARTS 4 6 8 10 12 +

SPIRIT 4 6 8 10 12 +

VIGOR 4 6 8 10 12 +

2 + 1/2 Fighting 2 + 1/2 Vigor Default: 6 + d6
PARRY TOUGH. PACE

HINDRANCES & EDGES

Blank lines for recording hindrances and edges.

NAME

SKILLS

Athletics (agi) 4 6 8 10 12

Common k. (sma) 4 6 8 10 12

Notice (sma) 4 6 8 10 12

Persuasion (spi) 4 6 8 10 12

Stealth (agi) 4 6 8 10 12

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BACKGROUND

Blank lines for recording background information.

APPEARANCE

Grid for recording appearance details.

ADVANCE

Progression levels: NOVICE, SEASONED, VETERAN, HEROIC, LEGENDARY.

GEAR

Dam. Range Weight limit: x3: x4:
Prot. Zones Weight M. Str. AP RoF Notes

Table for recording gear items with columns for damage, range, weight, material, strength, armor, reach, and notes.



POWERS

P.P. Range Durat. Notes

Table for recording powers with columns for power points, range, duration, and notes.