



NAME _____
 CONCEPT _____
 RACE _____
 CULTURE _____
 RANK _____

TRAITS

PARRY _____
 TOUGHNESS () _____
 PACE _____ inches

ATTRIBUTES

AGILITY	D	Max. D
SMARTS	D	D
SPIRIT	D	D
STRENGTH	D	D
VIGOR	D	D

BENNIES

DESCRIPTION

HEIGHT _____ ft. WEIGHT _____ lb. SIZE _____

HINDRANCES

STARTING|RACIAL EDGES

SKILLS

D	ATHLETICS	(AGILITY)
D	COMMON KNOWLEDGE	(SMARTS)
D	NOTICE	(SPIRIT)
D	PERSUASION	(SPIRIT)
D	STEALTH	(AGILITY)
D	_____	()
D	_____	()
D	_____	()
D	_____	()
D	_____	()
D	_____	()
D	_____	()
D	_____	()
D	_____	()

ADVANCES

N	_____	
N	_____	H
N	_____	H
S	_____	H
S	_____	H
S	_____	L
S	_____	L
V	_____	L
V	_____	L
V	_____	L
V	_____	

WEAPONS

NAME	DAMAGE	REACH RANGE	NOTES	WT.
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

POWER

Max. _____

WOUNDS	INC.	FATIGUE
-1		-1
-2		-2
-3		-3

POWERS

NAME	POWER	RANGE	DUR.	EFFECT	TRAPPING(S)
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



HINDRANCES | EDGES DETAILS

NAME	NOTES	BOOK PDF	PAGE

GEAR		
NAME	NOTES	WT.

MUNITIONS		
TYPE	NOTES	NB.

VALUABLES

WEALTH D

- USE BENNIES TO...**
- INFLUENCE THE STORY •
 - DRAW A NEW ACTION CARD •
 - REROLL A TRAIT TEST •
 - REROLL DAMAGE •
 - REGAIN POWER POINTS •
 - RECOVER FROM SHAKEN •
 - SOAK ROLLS •

WEIGHT

Max.WT.