



Name: _____
 Profession: _____
 Motivation: _____

Rank: _____
 XP: _____

Agility

- Boating d _____
- Driving d _____
- Fighting d _____
- Lockpicking d _____
- Piloting d _____
- Riding d _____
- Shooting d _____
- Stealth d _____
- Swimming d _____
- Throwing d _____
- _____ d _____
- _____ d _____

Smarts

- Gambling d _____
- Healing d _____
- Investigation d _____
- Notice d _____
- Repair d _____
- Streetwise d _____
- Survival d _____
- Taunt d _____
- Tracking d _____
- Kn: _____ d _____
- Kn: _____ d _____
- Kn: _____ d _____

Spirit

- Guts d _____
- Intimidation d _____
- Persuasion d _____

Strength

- Climbing d _____
- _____ d _____
- _____ d _____

Vigor

- _____ d _____
- _____ d _____
- _____ d _____

| | | | | | |
|----------------------|--------------------------------|----------------------|----------------------|----------------------|----------------------|
| Pace | Running | Parry | Toughness | Armor | Charisma |
| <input type="text"/> | <input type="text" value="d"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

Injuries/Special

Hindrances

- major _____
- minor _____
- minor _____

Edges/Advances

starting _____

| | Novice | Seasoned | Veteran | Heroic |
|------|--------|----------|---------|--------|
| free | 20 | 40 | 60 | 80 |
| 5 | 25 | 45 | 65 | 85 |
| 10 | 30 | 50 | 70 | 90 |
| 15 | 35 | 55 | 75 | 95 |

NOTES

Capacity

| | | | | |
|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|
| unencumbered | light (-1) | medium (-2) | heavy (-3) | carried |
| <input type="text"/> lb | <input type="text"/> lb | <input type="text"/> lb | <input type="text"/> lb | <input type="text"/> lb |

Gear

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Wounds -1
 -2
 -3
Inc
Fatigue -2
 -1

