NAME _____ PLAYER _____

ATTRIBUTES

		LVL	SAVE
BUILD	*BLD*	____	(__ +)
REFLEXES	*REF*	____	(__ +)
INTUITION	*ITN*	____	(__ +)
LEARN	*LRN*	____	(__ +)
CHARISMA	*CHA*	____	(__ +)

SKILL

SKILL	LVL	ROLL	PTS.
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__
_____	____	(__ +)	__

CHARACTERISTICS

ATHLETIC	____ +	(18-BLD-REF)
PHYSICAL	____ +	(18-REF-ITN)
MENTAL	____ +	(18-ITN-LRN)
SOCIAL	____ +	(18-ITN-CHA)

MISCELLANEOUS

EDGE _____
EDGE USED _____

APs EARNED _____
APs SPENT _____

ADVANTAGES

_____
_____
_____
_____
_____

CHARACTER SKETCH

EQUIPMENT

_____
_____
_____
_____
_____
_____

WEAPON TYPE

WEAPON TYPE	SKILL	DMG	SHT / MED /LNG	AMMO
_____	____	____	____/____/____	____
_____	____	____	____/____/____	____
_____	____	____	____/____/____	____
_____	____	____	____/____/____	____
_____	____	____	____/____/____	____

DAMAGE THRESHOLDS

HEAD	_____	(Bld x 2)
TORSO	_____	(Bld x 6)
ARM	_____	(Bld x 3)
LEG	_____	(Bld x 3)

DAMAGE EFFECTS

_____
_____
_____
_____

CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+								
2	FAIR	5+								
3	POOR	7+								
4	SERIOUS	10+								
5	CRITICAL	11+								

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