

Name \_\_\_\_\_

Affiliation \_\_\_\_\_

Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

### ATTRIBUTES

	Value	Mod.	Max.
Strength	_____	_____	_____
Body	_____	_____	_____
Dexterity	_____	_____	_____
Reflexes	_____	_____	_____
Intelligence	_____	_____	_____
Willpower	_____	_____	_____
Charisma	_____	_____	_____
Edge	_____	_____	_____
Social Standing	_____	_____	_____

### TRAITS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### SKILLS

Name	Bonus
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_____	_____
_____	_____
_____	_____
_____	_____
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### COMBAT INFORMATION

#### Armor

Type A: \_\_\_\_\_ AV (M/B/E/X) / / / /  
 Type B: \_\_\_\_\_ AV (M/B/E/X) / / / /  
 Type C: \_\_\_\_\_ AV (M/B/E/X) / / / /  
 Type D: \_\_\_\_\_ AV (M/B/E/X) / / / /

#### Fatigue

Fatigue ≤ WIL   
 +1 TN per Fatigue > WIL   
 Unconscious if Fatigue > (2 x WIL)

#### Wounds

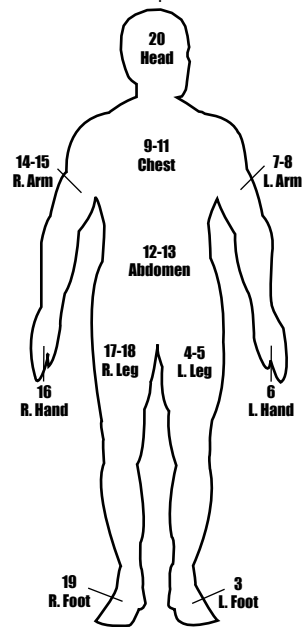
Grazing Wounds (WV 1): \_\_\_\_\_  
 Minor Wounds (WV 2): \_\_\_\_\_ +1 TN ea.  
 Serious Wounds (WV 4): \_\_\_\_\_ +2 TN ea.  
 Critical Wounds (WV 8): \_\_\_\_\_ +3 TN ea.  
 Deadly Wounds (WV 16): \_\_\_\_\_ Knockout

Total Wound Value of all Wounds: \_\_\_\_\_ \*

\* If total Wound Value > (BOD+WIL), Dying

### HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons	AP•Dmg	Type	Range	Shots	Notes
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_____	_____	_____	/ / /	_____	_____
_____	_____	_____	/ / /	_____	_____
_____	_____	_____	/ / /	_____	_____
_____	_____	_____	/ / /	_____	_____
_____	_____	_____	/ / /	_____	_____
_____	_____	_____	/ / /	_____	_____

### MISCELLANEOUS EQUIPMENT AND INFORMATION

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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Movement (W/R/S): \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

Experience Points: \_\_\_\_\_

