

ANTAGONISTS

CHARACTER SHEET

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA

IDENTITY

Gender

Age

Ethnicity

Faction

Religion

Language

Sexual Preference

Value

Unused XP

Handedness ☐ Right ☐ Left

Total XP

Height Weight

CHARACTERISTICS

LIFEPATH

Occupation

Expertise or Hobby

Childhood

QUIRKS

Edges

Hindrances

SKILLS

LEVEL

RATING

Drive

PER
REF

Long Arms

CON
PER

Sleight of Hands

AGI
REF

Small Arms

PER
REF

Stealth

AGI
INT

ACTION

SKILLS

LEVEL

RATING

Investigate

INT
PER

Knowledge

INT
REF

Medicine

AGI
INT

Survival

CON
PER

Technicals

INT
STR

MENTAL

SKILLS

LEVEL

RATING

Acrobatics

AGI
CON

Athletics

CON
STR

Brutal Fighting

AGI
STR

Finesse Fighting

AGI
REF

Muscular

CON
STR

PHYSICAL

SKILLS

LEVEL

RATING

Charm

CHA
CON

Deception

CHA
INT

Insight

CHA
PER

Intimidate

CHA
STR

Persuade

CHA
REF

SOCIAL

MASTERY

Name

Cost

Level

MASTERY

Name

Cost

Level

MASTERY

Name

Cost

Level

WEAPONS

Skill

Level

Range

Ammo

Features

CONTACTS

EQUIPMENT

CLOTHING STYLE AND ARMORS

Carrying Capacity

Muscular +10

Slugs

Scraps

BACKPACK

1

2

3

4

5

6

7

8

9

10

11

12

13

LARGE ITEMS (Max 2)

14

15

STACKABLE (10 ITEMS = 1 WEIGHT)

AMMUNITION

COMBAT STATISTICS

Initiative

Sleight of Hands

Dodge

Acrobatics

Resistance

Muscular

Armor

Long Arms

Small Arms

Brutal Fighting

Finesse Fighting

WOUNDS

Eyes

Permanent Blindness

Head

Stun, Prone, Mental Disadvantage

Right Arm

Disarm, One Arm, Action and Physical Disadvantage

Chest

Cause Unconscious at the end of the encounter if doing efforts

Left Arm

Disarm, One Arm, Action and Physical Disadvantage

Abdomen

Exhausted

Right Leg

Prone, One Leg, Action Disadvantage

Left Leg

Prone, One Leg, Action Disadvantage

CONDITIONS

Exhausted

-1 Quick Action, check Privation if checked

Privation

Disadvantages

Bleeding

Privation condition at the end of the scene

Infected

Disadvantages, -1 Quick Action

Health

(Muscular / 2) + 3 (min 3) equal the Health value.

Unconscious

No action, wake up at the end of the encounter.

Dying

Die at the end of the scene or by suffering a wound. Check Unconscious

STATUS

Prone

Disadvantage to resist attacks

Grappled

No action except resistance, Disadvantage to resist attacks

Unbalanced

Disadvantage until character's round

Stunned

No action for a round

Blinded

Blinded for one round

Deafened

Cannot hear for a round

