

ANTAGONISTS

CHARACTER SHEET

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CIA

IDENTITY

Ethnicity

Language

Religion

Value

Sexual Preference

Handedness ☐ Right ☐ Left

Unused XP

Total XP

ATTRIBUTES

Gender

Age

Size

Height

Weight

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

COMBAT STATISTICS

Initiative
Sleight of Hands

Long Arms

Dodge
Acrobatics

Small Arms

Resistance
Muscular

Brutal Fighting

Armor

Finesse Fighting

MASTERY

Name

Cost

Level

MASTERY

Name

Cost

Level

MASTERY

Name

Cost

Level

WEAPONS

SKILL

LEVEL

RANGE

AMMO

FEATURES

CONDITIONS

☐ Exhausted
-1 Quick Action

↓

☐ Privation
Disadvantages

☐ Bleeding
Dying condition at the end of the scene

☐ Infected
Disadvantages, -1 Quick Action

☐ Unconscious
No action, wake up at the end of the scene

☐ Dying
No action, die at the end of the scene

Health

(Muscular / 2) + 3 (min 3)

CONTACTS

RELATIONSHIP AND DESCRIPTORS

EQUIPMENT

CLOTHING STYLE AND ARMORS

AMMUNITION

WOUNDS

Eyes
Blind

Head
Stun, Prone, Mental

Right Arm
Disarm, Action, Physical

Left Arm
Disarm, Action, Physical

Chest
Cause Wounds

Abdomen
Exhausted

Right Leg
Prone, Action

Left Leg
Prone, Action

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