A NYTA CANTOTO CHARACTER SHEET

Name	e Source of Power				Drive	PER REF				
Attributes						Long Arms	CON PER			
STR	con	AGI	REF	INT	PER	СНА	Sleight of Hands	AGI REF		ACTION
							Small Arms	PER REF		_
							Stealth	AGI INT		
IDENTITY										
Gender			Age				SKILLS	LEVEL	RATING	
Ethnicity					Investigate	INT PER				
Religion Language				Knowledge	INT REF					
Sexual Pref			Value				Medicine	AGI INT		MENTAL
Unused XP Handedness Right Left					Survival	CON		TAL		
Total XP Height Weight						Survivar	PER			
CHARAC	TERISTICS						Technicals	INT STR		
							SIZIT I C	Lever	DATING	
							Acrobatics	AGI CON	RATING	
								AGI	RATING	F
							Acrobatics	AGI CON	RATING	PHYSIC
<b>LIFEPAT</b> Occupation							Acrobatics Athletics	AGI CON CON STR	RATING	PHYSICAL
LIFEPAT Occupation Expertise of	ı						Acrobatics Athletics Brutal Fighting Finesse	AGI CON STR AGI STR AGI REF	RATING	PHYSICAL
Occupation	ı						Acrobatics Athletics Finesse Fighting	AGI CON STR AGI STR	RATING	PHYSICAL
Occupation Expertise of	ı						Acrobatics Athletics Finesse Fighting	AGI CON STR AGI STR AGI REF	RATING	PHYSICAL
Occupation Expertise of Childhood QUIRKS	ı		Hind	rances			Acrobatics Athletics Brutal Fighting Muscular	AGI CON STR  AGI STR  AGI REF  CON STR		PHYSICAL
Occupation Expertise of	ı		Hindi	rances			Acrobatics Athletics Athletics Brutal Fighting Muscular Skills	AGI CON STR  AGI STR  AGI REF  CON STR		
Occupation Expertise of Childhood QUIRKS	ı		Hinda	rances			Acrobatics	AGI CON  CON STR  AGI STR  AGI REF  CON STR  LEVEL  CHA CON		
Occupation Expertise of Childhood QUIRKS	ı		Hindi	rances			Acrobatics Athletics Athletics Brutal Fighting Sinesse Fighting Skills  Charm Deception	AGI CON  CON STR  AGI STR  AGI REF  CON STR  LEVEL  CHA CON  CHA INT		PHYSICAL SOCIAL

COMBAT STATISTICS			Conditions	Wounds
Initiative Sleight of Hands  Dodge Acrobatics  Resistance Muscular  MASTERY Name	Long Ar Small Ar Brutal Fight Finesse Fight	ems ing	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)	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
MASTERY	Cost I	Level	EQUIPMENT CLOTHING STYLE AND ARMORS	Carrying Capacity Muscular +10  Slugs Scraps  BACKPACK  1 2
MASTERY	Cost 1	Level	STACKABLE (10 ITEMS = 1 WEIGHT)	3 4 5 6 7 8
			AMMUNITION	9 10 11 12 13 LARGE ITEMS (Max 2) 14
WEAPONS S	KILL LEVEL RANGE	AMMO 1	FEATURES	15