

# 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	ACTION
Drive <input type="checkbox"/>	PER REF		
Long Arms <input type="checkbox"/>	CON PER		
Sleight of Hands <input type="checkbox"/>	AGI REF		
Small Arms <input type="checkbox"/>	PER REF		
Stealth <input type="checkbox"/>	AGI INT		

SKILLS	LEVEL	RATING	MENTAL
Investigate <input type="checkbox"/>	INT PER		
Knowledge <input type="checkbox"/>	INT REF		
Medicine <input type="checkbox"/>	AGI INT		
Survival <input type="checkbox"/>	CON PER		
Technicals <input type="checkbox"/>	INT STR		

SKILLS	LEVEL	RATING	PHYSICAL
Acrobatics <input type="checkbox"/>	AGI CON		
Athletics <input type="checkbox"/>	CON STR		
Brutal Fighting <input type="checkbox"/>	AGI STR		
Finesse Fighting <input type="checkbox"/>	AGI REF		
Muscular <input type="checkbox"/>	CON STR		

SKILLS	LEVEL	RATING	SOCIAL
Charm <input type="checkbox"/>	CHA CON		
Deception <input type="checkbox"/>	CHA INT		
Insight <input type="checkbox"/>	CHA PER		
Intimidate <input type="checkbox"/>	CHA STR		
Persuade <input type="checkbox"/>	CHA REF		

