

# 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	PER REF		
Long Arms	CON PER		
Sleight of Hands	AGI REF		
Small Arms	PER REF		
Stealth	AGI INT		

SKILLS	LEVEL	RATING	MENTAL
Investigate	INT PER		
Knowledge	INT REF		
Medicine	AGI INT		
Survival	CON PER		
Technicals	INT STR		

SKILLS	LEVEL	RATING	PHYSICAL
Acrobatics	AGI CON		
Athletics	CON STR		
Brutal Fighting	AGI STR		
Finesse Fighting	AGI REF		
Muscular	CON STR		

SKILLS	LEVEL	RATING	SOCIAL
Charm	CHA CON		
Deception	CHA INT		
Insight	CHA PER		
Intimidate	CHA STR		
Persuade	CHA REF		

## COMBAT STATISTICS

Initiative  
*Sleight of Hands*

Long Arms

Dodge  
*Acrobatics*

Small Arms

Resistance  
*Muscular*

Armor

Brutal Fighting

Finesse Fighting

## MASTERY

Name Cost Level


## MASTERY

Name Cost Level


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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

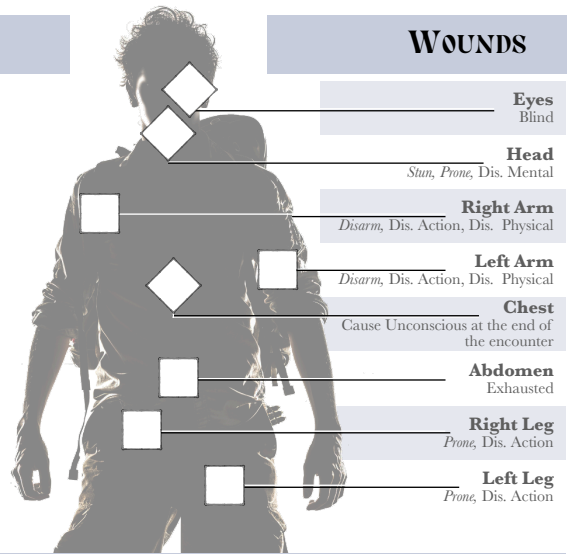
**Infected**  
Disadvantages, -1 Quick Action

**Unconscious**  
No action, wake up at the end of the encounter. ↑

**Dying**  
Die at the end of the scene or by getting a new wound.

**Health**  
(Muscular / 2) + 3 (min 3)

## WOUNDS



## CONTACTS

RELATIONSHIP AND DESCRIPTORS


## EQUIPMENT

CLOTHING STYLE AND ARMORS

Carrying Capacity <i>Muscular +10</i>	Slugs	Scraps

BACKPACK

	1
	2
	3
	4
	5
	6
	7
	8
	9
	10
	11
	12
	13
	14
	15

STACKABLE (10 ITEMS = 1 WEIGHT)

AMMUNITION

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LARGE ITEMS (Max 2)

	14
	15