

ANTAGONISTS

CHARACTER SHEET

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
5	5	5	5	5	5	5
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1	1	1	1	1	1	1
0	0	0	0	0	0	0

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

ACTION SKILLS

SKILLS	LEVEL	RATING
Accuracy AGI + PER		-4 -3 -2 1 2 3 4 5 6 7
Sleight of Hands AGI + REF		-4 -3 -2 1 2 3 4 5 6 7
Quickness PER + REF		-4 -3 -2 1 2 3 4 5 6 7
Stealth AGI + INT		-4 -3 -2 1 2 3 4 5 6 7

MENTAL SKILLS

SKILLS	LEVEL	RATING
Investigate INT + PER		-4 -3 -2 1 2 3 4 5 6 7
Knowledge INT + REF		-4 -3 -2 1 2 3 4 5 6 7
Survival CON + PER		-4 -3 -2 1 2 3 4 5 6 7
Technicals INT + STR		-4 -3 -2 1 2 3 4 5 6 7

PHYSICAL SKILLS

SKILLS	LEVEL	RATING
Acrobatics CON + REF		-4 -3 -2 1 2 3 4 5 6 7
Athletics AGI + CON		-4 -3 -2 1 2 3 4 5 6 7
Brawn CON + STR		-4 -3 -2 1 2 3 4 5 6 7
Nimbleness AGI + STR		-4 -3 -2 1 2 3 4 5 6 7

SOCIAL SKILLS

SKILLS	LEVEL	RATING
Charm CHA + CON		-4 -3 -2 1 2 3 4 5 6 7
Deception CHA + INT		-4 -3 -2 1 2 3 4 5 6 7
Insight CHA + PER		-4 -3 -2 1 2 3 4 5 6 7
Intimidate CHA + STR		-4 -3 -2 1 2 3 4 5 6 7
Persuade CHA + REF		-4 -3 -2 1 2 3 4 5 6 7

MAJOR	Name	Cost	Level

MINOR	Name	Cost	Level

SPECIALIZATION	Name	Level

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES

CONTACTS

EQUIPMENT		
CLOTHING STYLE AND ARMORS	Slugs	Scraps
	Equipment Weight	
	Armor	BACKPACK
		1
		2
		3
		4
		5
		6
		7
		8
		9
		10
		11
		12
		13
STACKABLE (10 ITEMS = 1 WEIGHT)		LARGE ITEMS (Max 2)
		14
		15

COMBAT STATISTICS

Initiative
Quickness

Dodge
Acrobatics

Resistance
Athletics

Health
Value of 5

WOUNDS

Eyes
Blindness

Head
Stun, Prone, No Mental Skill

Thorax
Cannot Sprint, Disadvantage to Effort tests

Vitals
Failing a Health test cause Dying

Abdomen
Health test at the end of every encounter if doing actions.

Pelvis
Cause the Exhausted condition

Right Arm
Disarm, One Arm

Left Arm
Disarm, One Arm

Right Leg
Prone, One Leg

Left Leg
Prone, One Leg

CONDITIONS

Exhausted
-1 Quick Action, check Privation if checked

Privation
Disadvantages, check Unconscious if checked

Infected
Disadvantages: -1 Quick Action, Dying at the end of the scene. Check Dying if checked.

Bleeding
Count as a Wound but does not trigger a Health test, Privation condition at the end of the next encounter, then Infected.

Unconscious
No action, wake up at the end of the encounter, check Dying if checked

Dying
Die at the end of the scene or by failing a Health test, also check Unconscious

STATUS

Blinded
Blinded until the end of the next action.

Burning
1 Wound after the action

Deafened
Cannot hear until the end of the next action.

Grappled
No action except resistance, Combat Disadvantage

Prone
Combat Disadvantage

Stunned
Lose the next action

Unbalanced
Disadvantage until the end of the next action

