



Name:
 Concept:
 Race:
 Description:

Attributes

Agility: Alertness:
 Strength: Intelligence:
 Vitality: Willpower:

Derived Attributes

Life Points (Vit+Wil):
 Initiative (Agi+Ale):
 Endurance (Vit+Wil):
 Resistance (Vit+Vit):

Action Difficulty

Action	Diff/Extraordinary
Easy	3 / 10
Average	7 / 14
Hard	11 / 18
Formidable	15 / 22
Heroic	19 / 26
Incredible	23 / 30
Ridiculous	27 / 34
Impossible	31 / 38

Advancement Points

Advancement Costs

Point Type	AP Cost
1 Attribute Point	8
1 Trait Point	7
1 Skill Point	3

Current Plot Points

← Stun

↑ Wound

Shock Points

General and Specialty Skills

Animals	Mechanic*
Artistry	Medicine*
Athletics	Melee Weapons
Covert	Perception
Craft	Performance
Discipline	Pilot*
Drive	Ranged Weapons
Guns	Science*
Heavy Weapons	Survival
Influence	Tech*
Knowledge	Unarmed Combat

*Skilled only

Assets

Complications

10 horizontal rounded rectangular input fields for Assets.

10 horizontal rounded rectangular input fields for Complications.

Weapons

Gear

Type: _____ Damage: _____
Range: _____ Ammo: _____

Type: _____ Damage: _____
Range: _____ Ammo: _____

Type: _____ Damage: _____
Range: _____ Ammo: _____

Large rounded rectangular input field for Gear.

History

Large rounded rectangular input field for History.

Armor

Type: _____
Armor Rating: _____
Covers: _____
Penalty: _____
Special Notes: _____

Plot Points and Die Steps

1	2	3	4	5	6	7	8	9	10	11	12
d2	d4	d6	d8	d10	d12	d12+d2	d12+d4	d12+d6	d12+d8	d12+d10	d12+d12