

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
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	

ACTION

SKILLS	LEVEL	RATING
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	

MENTAL

SKILLS	LEVEL	RATING
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	

PHYSICAL

SKILLS	LEVEL	RATING
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	

SOCIAL

COMBAT STATISTICS

Initiative
Sleight of Hands

Long Arms

Dodge
Acrobatics

Small Arms

Resistance
Muscular

Armor

Brutal Fighting

Finesse Fighting

MASTERY

Name	Cost	Level

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 scene

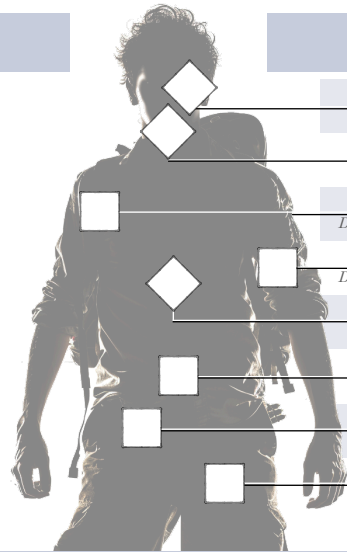
Dying

No action, die at the end of the scene

Health

(Muscular / 2) + 3 (min 3)

WOUNDS



Eyes
Blind

Head
Stun, Prone, Dis. Mental

Right Arm
Disarm, Dis. Action, Dis. Physical

Left Arm
Disarm, Dis. Action, Dis. Physical

Chest
Cause Wounds

Abdomen
Exhausted

Right Leg
Prono, Dis. Action

Left Leg
Prono, Dis. Action

CONTACTS

RELATIONSHIP AND DESCRIPTORS

MASTERY

Name	Cost	Level

EQUIPMENT

CLOTHING STYLE AND ARMORS

Carrying Capacity
Muscular +10

Slugs **Scraps**

BACKPACK

1

2

3

STACKABLE (10 ITEMS = 1 WEIGHT)

4

5

6

7

8

9

10

AMMUNITION

11

12

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13

LARGE ITEMS (Max 2)

14

15

WEAPONS

SKILL LEVEL RANGE AMMO FEATURES

SKILL	LEVEL	RANGE	AMMO	FEATURES