

# 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 <input type="checkbox"/> Right <input type="checkbox"/> Left |
| Total XP          | Height Weight   |

### CHARACTERISTICS

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

### LIFEPATH

|                    |
|--------------------|
| Occupation         |
| Expertise or Hobby |
| Childhood          |

### QUIRKS

|       |            |
|-------|------------|
| Edges | Hindrances |
|       |            |
|       |            |
|       |            |
|       |            |
|       |            |

### SKILLS

| SKILLS           | LEVEL      | RATING |        |
|------------------|------------|--------|--------|
| Long Arms        | AGI<br>PER |        | ACTION |
| Sleight of Hands | AGI<br>REF |        |        |
| Small Arms       | PER<br>REF |        |        |
| Stealth          | AGI<br>INT |        |        |

| SKILLS      | LEVEL      | RATING |        |
|-------------|------------|--------|--------|
| Investigate | INT<br>PER |        | MENTAL |
| Knowledge   | INT<br>REF |        |        |
| Survival    | CON<br>PER |        |        |
| Technicals  | INT<br>STR |        |        |

| SKILLS           | LEVEL      | RATING |          |
|------------------|------------|--------|----------|
| Acrobatics       | CON<br>REF |        | PHYSICAL |
| Athletics        | AGI<br>CON |        |          |
| Brutal Fighting  | CON<br>STR |        |          |
| Finesse Fighting | AGI<br>STR |        |          |

| SKILLS     | LEVEL      | RATING |        |
|------------|------------|--------|--------|
| Charm      | CHA<br>CON |        | SOCIAL |
| Deception  | CHA<br>INT |        |        |
| Insight    | CHA<br>PER |        |        |
| Intimidate | CHA<br>STR |        |        |
| Persuade   | CHA<br>REF |        |        |

|                |   |   |   |   |             |   |   |   |   |    |
|----------------|---|---|---|---|-------------|---|---|---|---|----|
| 0              | 1 | 2 | 3 | 4 | 5           | 6 | 7 | 8 | 9 | 10 |
| ◀ Disadvantage |   |   |   |   | Advantage ▶ |   |   |   |   |    |

[illegible]

| COMBAT STATISTICS       |  |       |
|-------------------------|--|-------|
| Initiative              |  |       |
| <i>Sleight of Hands</i> |  |       |
| Dodge                   |  |       |
| <i>Acrobatics</i>       |  |       |
| Resistance              |  |       |
| <i>Athletics</i>        |  | Armor |
| Health                  |  |       |
| <i>Value of 5</i>       |  |       |
| Long Arms               |  |       |
| Small Arms              |  |       |
| Brutal Fighting         |  |       |
| Finesse Fighting        |  |       |

[illegible]

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|                          |   |                          |   |
|--------------------------|---|--------------------------|---|
| <input type="checkbox"/> | <b>Unconscious</b><br>No action, wake up at the end of the encounter, <i>check Dying if checked</i> | <input type="checkbox"/> | <b>Blinded</b><br><i>Blinded for one round</i>    |
| <input type="checkbox"/> | <b>Dying</b><br>Die at the end of the scene or by suffering a wound, <i>also check Unconscious</i>  | <input type="checkbox"/> | <b>Deafened</b><br><i>Cannot hear for a round</i> |