

Name Source of Power

STR CON AGI REF INT PER CHA	SKILLS  Long Arms	LEVEL	RATING	
	Long Arms	AGI PER		
	Sleight of Hands	AGI REF		ACTION
_	Small Arms	PER REF		LION
IDENTITY	Stealth	AGI INT		
Gender Age				
Ethnicity Faction	Skills	LEVEL	RATING	
Religion Language	Investigate	PER		
$\begin{tabular}{lllllllllllllllllllllllllllllllllll$	Knowledge	INT REF		MEN
Total XP Height Weight	Survival	CON PER		MENTAL
CHARACTERISTICS	Technicals	INT STR		
	Skills	Level	RATING	
	Acrobatics	CON REF		
	Athletics	AGI CON		Рну
	Brutal Fighting	CON STR		PHYSICAL
LIFEPATH	Finesse Fighting			
Occupation	SKILLS	LEVEL	RATING	
Expertise or Hobby  Childhood	Charm	CHA CON		
Quirks	Deception	CHA INT		
Edges Hindrances	Insight	CHA PER		Social
	Intimidate	CHA STR		
	Persuade	CHA REF		
	0 1 2 3 4 5 <b>◆</b> Disadvantage		8 9	10

MASTERY	Name	Co	ost	Level	Contacts			
					_			
					EQUIPMENT			
					CLOTHING STYLE	E AND ARMORS	BACKPACK	Equipement Weight
MASTERY	Name	Co	est	Level			1	
							2	
							3 4	
					STACKABLE (10 ITER	MS = 1 WEIGHT)	5	
							6	
							7	
MASTERY							8	
MASTERI	Name	Co	est	Level			$\frac{9}{10}$	
							11	
					Ammunition		12	
							13	
						L	LARGE ITE	MS (Max 2)
							14 15	
WEAPON	a				_			
WEAPON	8	SKILL	LEVEL RANGE	Аммо	FEATURES			
					2			
Сомват 8	STATISTICS	Wol	UNDS	4		Conditions		STATUS
	Initiative Sleight of Hands		<b>Eyes</b> Blind until healed	,		Exhausted -1 Quick Action, chec	k Privation if checked	Prone Disadvantage to resist attacks
	Dodge Acrobatics	Stun, Prone,	Head Mental Disadvantage			Privation Disadvantages, check	Unconscious if checked	Grappled  No action except resistance,
Res	istance Athletics Arr	Cannot S	Thorax print, Disadvantage to Efforts Vitals			Bleeding Privation condition a next encounter and	t the end of the	Disadvantage to resist attacks
	Health Value of 5	Health	test at the end of the every encounters if doing actions  Abdomen		1/2	Infected Disadvantages, -1 Q at the end of the sce	iick Action, Dying	Unbalanced Disadvantage until character's round
	Long Arms	Cau	Right Arm					Stunned No action for a round
	Small Arms		Disarm, One Arm  Left Arm			SPECIAL CO	NDITIONS	Blinded
Br	utal Fighting		Disarm, One Arm  Right Leg  Prone, One Leg			Unconscious No action, wake up a encounter, check Dyin	t the end of the	Blinded for one round
Fin	esse Fighting		Left Leg Prone, One Leg			Dying Die at the end of the scene or by suffering a wound, also check Unconscious  Deafened Cannot hear for a round		