

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

SKILLS	LEVEL	RATING	
Long Arms	AGI PER		ACTION
Sleight of Hands	AGI REF		
Small Arms	PER REF		
Stealth	AGI INT		

SKILLS	LEVEL	RATING	
Investigate	INT PER		MENTAL
Knowledge	INT REF		
Survival	CON PER		
Technicals	INT STR		

SKILLS	LEVEL	RATING	
Acrobatics	CON REF		PHYSICAL
Athletics	AGI CON		
Brutal Fighting	CON STR		
Finesse Fighting	AGI STR		

SKILLS	LEVEL	RATING	
Charm	CHA CON		SOCIAL
Deception	CHA INT		
Insight	CHA PER		
Intimidate	CHA STR		
Persuade	CHA REF		

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

MASTERY	Name	Cost	Level

MASTERY	Name	Cost	Level

MASTERY	Name	Cost	Level

WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES

CONTACTS

EQUIPMENT

CLOTHING STYLE AND ARMORS

STACKABLE (10 ITEMS = 1 WEIGHT)

AMMUNITION

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Slugs	Scraps

Equipment Weight

BACKPACK

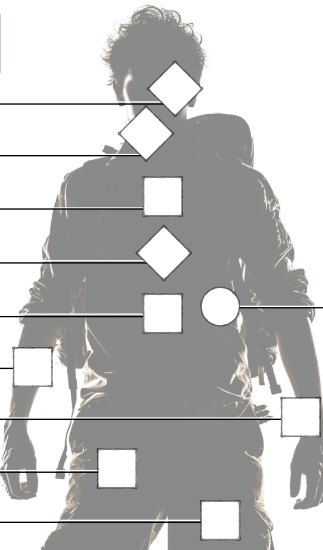
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LARGE ITEMS (Max 2)

14
15

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

WOUNDS
Eyes <i>Blindness</i>
Head <i>Stun, Prone, Mental Disadvantage</i>
Thorax <i>Cannot Sprint, Disadvantage to Efforts</i>
Vitals <i>Health test at the end of every encounter if doing actions</i>
Abdomen <i>Cause the Exhausted condition</i>
Right Arm <i>Disarm, One Arm</i>
Left Arm <i>Disarm, One Arm</i>
Right Leg <i>Prone, One Leg</i>
Left Leg <i>Prone, One Leg</i>



CONDITIONS
Exhausted <i>-1 Quick Action, check Privation if checked</i>
Privation <i>Disadvantages, check Unconscious if checked</i>
Infected <i>Disadvantages, -1 Quick Action, Dying at the end of the scene. check Dying if checked</i>
Bleeding <i>Count as a Wound but does not trigger a Health test, Privation condition at the end of the next encounter, then Infected.</i>

SPECIAL CONDITIONS
Unconscious <i>No action, wake up at the end of the encounter, check Dying if checked</i>
Dying <i>Die at the end of the scene or by failing a Health test, also check Unconscious</i>

STATUS
Blinded <i>Blinded for one round</i>
Burning <i>1 Wound per round</i>
Deafened <i>Cannot hear for a round</i>
Grappled <i>No action except resistance, Disadvantage to resist attacks</i>
Prone <i>Disadvantage to resist attacks</i>
Stunned <i>No action for a round</i>
Unbalanced <i>Disadvantage until character's round</i>