

ANTAGONISTS

CHARACTER SHEET

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1	1	1	1	1	1	1
-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2

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		

-5	-4	-3	-2	1	2	3	4	5	6	7
◀Disadvantage					Advantage▶					

MASTERY	Name	Cost	Level

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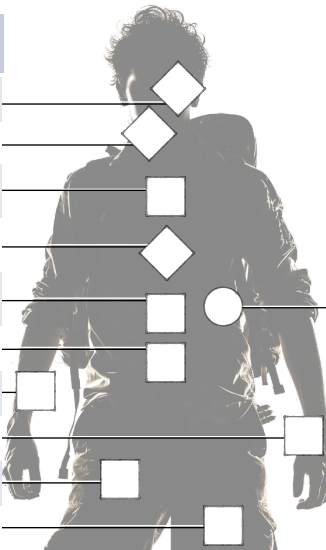
WEAPONS	SKILL	LEVEL	RANGE	AMMO	FEATURES

CONTACTS

EQUIPMENT	Slugs	Scraps	Equipment Weight
CLOTHING STYLE AND ARMORS			
	Armor	BACKPACK	
		1	
		2	
		3	
		4	
STACKABLE (10 ITEMS = 1 WEIGHT)		5	
		6	
		7	
		8	
		9	
		10	
		11	
		12	
		13	
		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 Blindness	
Head <i>Stun, Prone, No Mental Skill</i>	
Thorax Cannot Sprint, Disadvantage to Efforts	
Vitals Failing a Health test cause Dying	
Abdomen <i>Health test at the end of every encounters if doing actions</i>	
Pelvis <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	STATUS
Exhausted -1 Quick Action, check Privation if checked	Blinded Blinded until the end of the next action
Privation Disadvantages, check Unconscious if checked	Burning 1 Wound after the action
Infected Disadvantages, -1 Quick Action, Dying at the end of the scene. check Dying if checked	Deafened No action until the end of the next action
Bleeding Count as a Wound but does not trigger a Health test, Privation condition at the end of the next encounter, then Infected.	Grappled No action except resistance, Combat Disadvantage
Unconscious No action, wake up at the end of the encounter, check Dying if checked	Prone Combat Disadvantage
Dying Die at the end of the scene or by failing a Health test, also check Unconscious	Stunned Lose the next action
	Unbalanced Disadvantage until the end of the next action