

ANTAGONISTS

CHARACTER SHEET

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
5	5	5	5	5	5	5
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
0	0	0	0	0	0	0

IDENTITY

Gender	Age
Ethnicity	Faction
Religion	Language
Sexual Preference	Values
Unused XP	Handedness ☐ Right ☐ Left
Total XP	Height Weight

CHARACTERISTICS

LIFEPATH

Occupation
Expertise or Hobby
Childhood

QUIRKS

Edges	Hindrances

ACTION SKILLS

SKILLS	LEVEL	RATING
ACCURACY AGI + PER		-4 -3 -2 1 2 3 4 5 6 7
SLEIGHT OF HANDS AGI + REF		-4 -3 -2 1 2 3 4 5 6 7
QUICKNESS PER + REF		-4 -3 -2 1 2 3 4 5 6 7
STEALTH AGI + INT		-4 -3 -2 1 2 3 4 5 6 7

MENTAL SKILLS

SKILLS	LEVEL	RATING
INVESTIGATE INT + PER		-4 -3 -2 1 2 3 4 5 6 7
KNOWLEDGE INT + REF		-4 -3 -2 1 2 3 4 5 6 7
SURVIVAL CON + PER		-4 -3 -2 1 2 3 4 5 6 7
TECHNICALS INT + STR		-4 -3 -2 1 2 3 4 5 6 7

PHYSICAL SKILLS

SKILLS	LEVEL	RATING
ACROBATICS CON + REF		-4 -3 -2 1 2 3 4 5 6 7
ATHLETICS AGI + CON		-4 -3 -2 1 2 3 4 5 6 7
BRAWN CON + STR		-4 -3 -2 1 2 3 4 5 6 7
NIMBLENESS AGI + STR		-4 -3 -2 1 2 3 4 5 6 7

SOCIAL SKILLS

SKILLS	LEVEL	RATING
CHARM CHA + CON		-4 -3 -2 1 2 3 4 5 6 7
DECEPTION CHA + INT		-4 -3 -2 1 2 3 4 5 6 7
INSIGHT CHA + PER		-4 -3 -2 1 2 3 4 5 6 7
INTIMIDATE CHA + STR		-4 -3 -2 1 2 3 4 5 6 7
PERSUADE CHA + REF		-4 -3 -2 1 2 3 4 5 6 7

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WEAPONS	SKILL	LEVEL	RANGE	AMMO

[illegible]

EQUIPMENT		SLUGS	SCRAPS	EQUIPMENT WEIGHT
CLOTHING STYLE AND ARMORS				
	ARMOR			

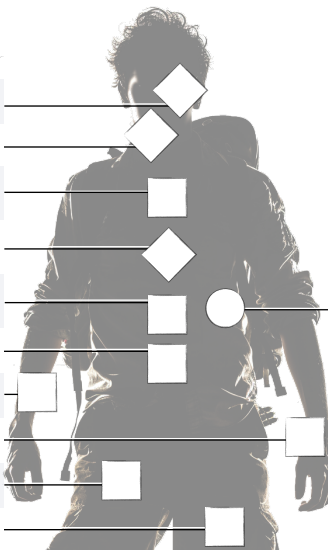
Inventory										
										BACKPACK
										1
										2
										3
										4
										5
STACKABLE (10 ITEMS = 1 WEIGHT)										6
										7
										8
										9
										10
										11
										12
AMMUNITION										13
										14
										LARGE ITEMS (Max 2)
										15
										16

COMBAT STATISTICS

Initiative <i>Quickness Rating</i>	
Dodge <i>Acrobatics Rating</i>	
Resistance <i>Athletics Rating</i>	With Armor
Health <i>Default: 5</i>	

WOUNDS

	Eyes Blindness
	Head <i>Stun, Prone, No Mental Skill</i>
	Thorax Cannot Sprint, Disadvantage to Effort tests
	Vitals Failing a Health test cause Dying
	Abdomen Health test at the end of every encounter if doing actions.
	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>



☐	Exhausted -1 Quick Action, <i>check Privation if checked</i>
☐	Privation Disadvantages, <i>check Unconscious if checked</i>
☐	Infected Disadvantages: -1 Quick Action, Dying at the end of the scene. <i>Check Dying if checked.</i>
☐	Bleeding Count as a Wound but does not trigger a Health test, Privation condition at the end of the next encounter, then Infected.
SPECIAL	
☐	Unconscious No action, wake up at the end of the encounter, <i>check Dying if checked</i>
☐	Dying Die at the end of the scene or by failing a Health test, <i>also check Unconscious</i>

☐	Blinded <i>Blinded until the end of the next action.</i>
☐	Burning <i>1 Wound after the action</i>
☐	Deafened <i>Cannot hear until the end of the next action.</i>
☐	Grappled <i>No action except resistance, Combat Disadvantage</i>
☐	Prone <i>Combat Disadvantage</i>
☐	Stunned <i>Lose the next action</i>
☐	Unbalanced <i>Disadvantage until the end of the next action</i>