

CHARACTER

Concept

Race

ATTRIBUTES

4 6 8 10 12 Agility

4 6 8 10 12 Smarts

4 6 8 10 12 Spirit

4 6 8 10 12 Strength

4 6 8 10 12 Vigor



Charisma



Parry



Pace



Toughness

SKILLS

4 6 8 10 12 Boating

4 6 8 10 12 Climbing

4 6 8 10 12 Driving

4 6 8 10 12 Fighting

4 6 8 10 12 Healing

4 6 8 10 12 Intimidation

4 6 8 10 12 Investigation

4 6 8 10 12 Lookpicking

4 6 8 10 12 Notice

4 6 8 10 12 Persuasion

4 6 8 10 12 Repair

4 6 8 10 12 Riding

4 6 8 10 12 Shooting

4 6 8 10 12 Stealth

4 6 8 10 12 Streetwise

4 6 8 10 12 Survival

4 6 8 10 12 Swimming

4 6 8 10 12 Taunt

4 6 8 10 12 Throwing

4 6 8 10 12 Tracking

HINDRANCES

EDGES

N

5

10

15

S

25

30

35

V

45

50

55

H

65

70

75

L

90

100

110

120

130

140

150

BEASTS AND BARBARIANS

Name



Read & Write

HEALTH

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

EXPERIENCE

Rank

Experience

WEAPONS

Weapon

Range

Damage

Rof

StrMin

Note

POWERS

Power/Trapping

Cost

Range

Damage/Effect

Duration

PP:

ARMORS

Aarmor

Protection

Note

GEAR

Moons

Total WT carried

Weight limit

Encumbrance penalty

BACKGROUND