



DESCRIPTION: _____

DERIVED STATS	Normal	Modified
<i>normally 6"</i>	—	Pace —
<i>2+ half Fighting</i>	—	Parry —
<i>2+ half Vigor</i>	—	Toughness —
<i>usually 0</i>	—	Charisma —
<i>Power Points</i>	—	Essence —

BACKGROUND:

HINDRANCES

[illegible]

GEAR: _____

MONEY: _____

[illegible]

ARMOR	Protection	Called Shot	Notes

[illegible]

WOUNDS FATIGUE
 -1 -2 -3 INC -2 -1
 INJURIES: _____

SHAINAR ALLY SHEET

Agility
Smarts
Spirit
Strength
Vigor

Pace	Parry	Toughness
—	—	—

Parry

Toughness

EDGES AND HINDRANCES:

SKILLS

Climbing
Fighting
Guts
Intimidation
Notice
Riding
Shooting
Stealth
Taunt
Throwing

NAME

Personality

Notes

[illegible]

GEAR

GEAR

GEAR	Range or Protection	Damage or Called Shot	Notes

GEAR	Range or Protection	Damage or Called Shot	Notes
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AMMO

☐ Full
☐ High
☐ Low
☐ Out

AMMO

Full ☐
High ☐
Low ☐
Out ☐

FATIGUE

Category	Value
Bar 1	-1
Bar 2	-2
Bar 3	INC

GEAR	Range or Protection	Damage or Called Shot	Notes
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Range or Protection	Damage or Called Shot	Notes
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Damage or Called Shot	Notes

Notes

- Climbing
- Fighting
- Guts
- Intimidation
- Notice
- Riding
- Shooting
- Stealth
- Taunt
- Throwing

FATIGUE

NAMES

Personality

Notes

EDGES AND HINDRANCES:

Toughness

Parry

Pace

SHAIN TAR ALLY SHEET

Agility

Smarts

Spirit

Strength

Vigor