



Player: Date:

Character:				Descrip	tion:				
Concept:									
Setting:				KNOWN LANG	:UAGES:				
Agility Smarts Spirit Strength Vigor	DICE MOD. TEMP	OTHER MODIFIERS:	Weapon		Rng	ROF	Damage		Notes
Pace (6'-AVERAGE) Parry (2 + HALF FIGHTING) Toughness (2 + HALF VIGOR) Charisma (0 + EDGES / HINDRANCE)	RUN DICE SHIELD ARMOR		Armor		Protecte	ed area	Armor		Notes
Boating [AGILITY] Climbing [STRENGTH] Driving [AGILITY] Fighting [AGILITY] Gambling [SMARTS] Guts [SPIRIT] Healing [SMARTS] Intimidation [SPIRIT] Investigation [SMARTS] Knowl.:	DICE MOD. TEMP		Edges			lnju	Hindr	T P	Shaken! -1 - SONNOW 7
Knowl.: [SMARTS] Knowl.: [SMARTS] Lockpicking [AGILITY] Notice					-				-3 Incapacitated! Exhausted (-2) Fatigued! (-1)
Persuasion Sylerit Piloting Repair Repair Riding Shooting Shooting Stealth Streetwise Survival Swimming Taunt Throwing Tracking SMARTS SMARTS		Power	Trapping	PP	Rng	Dur.		Effect	
		ARCANE BACKGROUND	ARCANE SKILL			MAX.	PP: RECOV	VERY (MINS.):	CURRENT PP:

A	Advances			Character Notes
0 Novice				
5				
10				
15				
15 20 Seasoned				
20				
25				
30 35				
35				
40 Veteran				
45				
50				
55				
55 60 ^{Heroic}				
65				
65 70				
75				
/5				
80 Legendary				
90				
100				
110	<u> </u>	<u> </u>		
120				
130				
140				
150				
160				
170				
180				
Total XP:	Rank: N	SVH		
Total XP:		SVH		
Total XP: Equipmen		S V H Location	Wt.	
				Adventuring Party Members
				Adventuring Party Members
				Adventuring Party Members
				Adventuring Party Members
				Adventuring Party Members
				Adventuring Party Members
Equipmen		Location	Wt	Adventuring Party Members
		Location		Adventuring Party Members