



Character Name: \_\_\_\_\_

Type: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DEXTERITY: \_\_\_\_\_ PERCEPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

KNOWLEDGE: \_\_\_\_\_ STRENGTH: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MEHCANICAL: \_\_\_\_\_ TECHNICAL: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

AWARENESS: \_\_\_\_\_

ENDURANCE: \_\_\_\_\_

QUICKNESS: \_\_\_\_\_

#### MATRIX ABILITIES

\_\_\_\_\_

\_\_\_\_\_

CHI: \_\_\_\_\_

CHARACTER POINTS: \_\_\_\_\_

#### WOUND STATUS:

☐ stun    ☐ wounded    ☐ wounded x2    ☐ incap.    ☐ mortally wounded

Equipment: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Background: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Objectives: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

#### FLASH SKILLS

\_\_\_\_\_

\_\_\_\_\_