Unhallowed Metropolis

Name: _____ Player: _____

Age & Appearance: _____

Calling: Undertaker

Experience Points **Total:** _____ **Unspent:** _____

Attributes

	Cost	Rating
Vitality		
Coordination		
Wit		
Intellect		
Charm		
Will		

Prowess ☐ **Actions** ☐
(Coordination + Wit)

Corruption

Physical ☐
Affliction: _____

Desire ☐
Affliction: _____

Drive ☐
Affliction: _____

Qualities, Impediments & Features

FAMILIARITY: ANIMATE
MONSTER HUNTER
TOUGH
RESOLVE

Skills

Skills	Rating
↳ *Specialties & Stunts*	
Occult Lore	2
Tracking	2
any three Combat @ 2	
any two Criminal @ 2	

Example: **Medicine** 2
↳ *Alchemy*
↳ *Anatomy*

Tasks & Difficulty Rating

Task:	Difficulty Rating
Simple	No Roll
Moderate	11
Complex	14
Hard	16
Virtually Impossible	20
Impossible	No Roll

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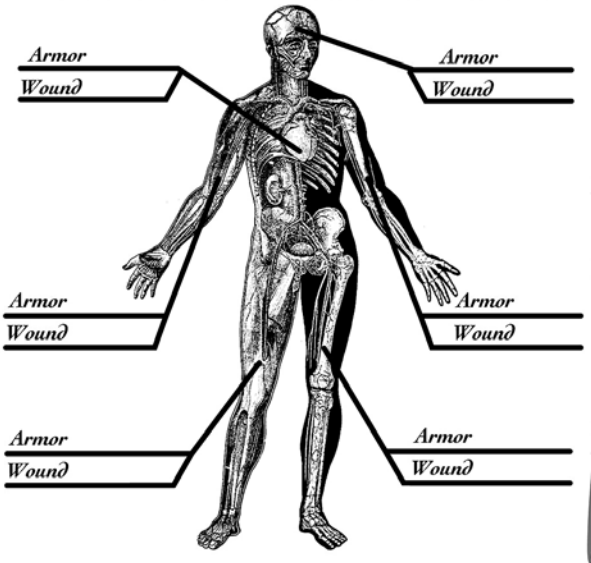

Damage Roll:

11 or less: Fleshwound

12-16: Serious Wound

17 - 20: Incapacitating Wound

21 + Fatal Wound

Attack Modifiers: Location

Location:	Attack Modifier:	Damage Modifier:
Arm	-3	0
Leg	0	0
Hand/Foot	-3	-3
Head/Throat	-3	+3
Torso	0	0
Vital Location (Heart)	-5	+5

Attack Modifiers: Ranged

Attacker Aiming:	+5	Long Range:	-2
Off Hand Penalty:	-3	Extreme Range:	-4
Attacker Moving:	-2	Target Partially obscured by cover:	-2
Poor Visibility:	-1 to -3		
Target mostly obscured by cover:	-4		

Attributes

	Rating	/	Current
Vitality		/	
Coordination		/	
Wit		/	
Intellect		/	
Charm		/	
Will		/	
Prowess		/	
Actions		/	

Initiative = 2d10 + Prowess

Attack Roll Difficulty Rating (DR)

Unaware Target:	11
Aware Target:	11 + Target's Coordination
Target Taking Evasive Action:	11 + (Target's Coordination x2)

Wounds

Armor

Weapons

Weapon	Skill Rating	Damage	Range	Ammo	Cost	Ammo Cost	Features

Assets, Possessions & Equipment

Wealth -- Savings: 50L

Notes

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