

NAME _____

PROFESSION _____

HEIGHT _____ WEIGHT _____

COMPLICATION _____ MOTIVATION _____



3 DESCRIPTIVE WORDS:

WORD 1: _____

WORD 2: _____

WORD 3: _____

RAPID RANGE ATTRIBUTES

- REASON (RSN)
- ACUMEN (ACU)
- PHYSICALITY (PHY)
- INFLUENCE (INF)
- DEXTERITY (DEX)

SECONDARY STATS

WOUND POINTS: 10 + PHY & DEX

RESILIENCE POINTS: 6 + PHY

MELEE DM: DEX AMOD

RANGED DM: PHY AMOD

INITIATIVE MOD: DEX & ACU

ENCUMBRANCE: 6 + PHY

PERCEPTION: RSN & ACU

PANIC THRESHOLD: 50% OF RP

MORALITY: 3

BREAKING POINT:

INSIGHT DICE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CDP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FIST: 1d3 + PHY + UNARMED COMBAT

SKILLS

ANIMAL HANDLING (INF)	<input type="checkbox"/>	MECHANIC* (RSN)	<input type="checkbox"/> -3
ATHLETICS (PHY)	<input type="checkbox"/>	MEDICINE (RSN)	<input type="checkbox"/>
BARTER (INF)	<input type="checkbox"/>	MELEE COMBAT (PHY)	<input type="checkbox"/>
COMPUTERS (RSN)	<input type="checkbox"/>	MILITARY EQUIPMENT* (RSN)	<input type="checkbox"/> -3
DECEPTION (INF)	<input type="checkbox"/>	NAVIGATION (ACU)	<input type="checkbox"/>
DEMOLITIONS* (PHY)	<input type="checkbox"/> -3	PILOT (DEX)	<input type="checkbox"/>
DODGE (DEX)	<input type="checkbox"/>	PSYCHOLOGY* (RSN)	<input type="checkbox"/> -3
DRIVING (DEX)	<input type="checkbox"/>	RANGED COMBAT (DEX)	<input type="checkbox"/>
ENGINEERING* (RSN)	<input type="checkbox"/> -3	RESEARCH (RSN)	<input type="checkbox"/>
ENTERTAINMENT (INF)	<input type="checkbox"/>	SCAVENGING (ACU)	<input type="checkbox"/>
FARMING (ACU)	<input type="checkbox"/>	SCIENCE* (RSN)	<input type="checkbox"/> -3
FIRST-AID (RSN)	<input type="checkbox"/>	SLEIGHT OF HAND (DEX)	<input type="checkbox"/>
GAMBLING (ACU)	<input type="checkbox"/>	STEALTH (PHY)	<input type="checkbox"/>
GENERAL KNOWLEDGE (RSN)	<input type="checkbox"/>	STREETWISE (ACU)	<input type="checkbox"/>
HEAVY WEAPONS* (PHY)	<input type="checkbox"/> -3	SURGERY* (RSN)	<input type="checkbox"/> -3
HUNTING (PHY)	<input type="checkbox"/>	SURVIVAL (ACU)	<input type="checkbox"/>
INSPIRATION (INF)	<input type="checkbox"/>	TACTICS* (RSN)	<input type="checkbox"/> -3
INTIMIDATION (INF)	<input type="checkbox"/>	TINKERER (DEX)	<input type="checkbox"/>
LEGAL* (RSN)	<input type="checkbox"/> -3	TOXICOLOGY* (RSN)	<input type="checkbox"/> -3
LOCAL KNOWLEDGE (RSN)	<input type="checkbox"/>	UNARMED COMBAT (PHY)	<input type="checkbox"/>
LOCK-PICKING* (ACU)	<input type="checkbox"/> -3	VEHICLE REPAIR* (DEX)	<input type="checkbox"/> -3
MANIPULATION (INF)	<input type="checkbox"/>	WEAPONSMITH* (DEX)	<input type="checkbox"/> -3

NAME: _____

TYPE: _____ WP: _____

RANGE: _____ RP: _____

COND: _____ ENC: _____

RANGE: _____ CLIP: _____

TRAITS: _____

NAME: _____

TYPE: _____ WP: _____

RANGE: _____ RP: _____

COND: _____ ENC: _____

RANGE: _____ CLIP: _____

TRAITS: _____

NAME: _____ NAME: _____

ENC: _____ ENC: _____

COND: _____ COND: _____

TRAIT: _____ TRAIT: _____

NOTES: _____