UNOFFICIAL SHEET DESIGNED BY JASON DURALL

NAME _____ HEROIC LEVEL _____

OCCUPATION _____ EXP. POINTS _____ PLOT POINTS _____

APPEARANCE _____ CONCEPT _____

_____ _____

AGE _____ HEIGHT _____ BUILD _____ _____

ATTRIBUTES

AGILITY D_____ STRENGTH D_____ VITALITY D_____ ALERTNESS D_____ INTELLIGENCE D_____ WILLPOWER D_____

LIFE POINTS (VITALITY + WILLPOWER) _____ SERIOUS WOUND LEVEL (-2) _____ INITIATIVE (AGILITY + ALERTNESS) D_____ + D_____

MOVEMENT | WALK = 0 ACTIONS, 15 FT | HUSTLE = 1 ACTION, 30 FT | RUN = 2 ACTIONS, 30 FT+AGILITY+ ATHLETICS/RUNNING

TRAITS

ASSETS	NOTE		COMPLICATIONS	NOTE	
_____	_____	○MINOR ○MAJOR	_____	_____	○MINOR ○MAJOR
_____	_____	○MINOR ○MAJOR	_____	_____	○MINOR ○MAJOR
_____	_____	○MINOR ○MAJOR	_____	_____	○MINOR ○MAJOR
_____	_____	○MINOR ○MAJOR	_____	_____	○MINOR ○MAJOR
_____	_____	○MINOR ○MAJOR	_____	_____	○MINOR ○MAJOR

SKILLS

_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____
_____	D____	_____	D____	_____	D____	_____	D____

* SKILL CANNOT BE USED UNTRAINED

LIFE POINTS W S

WEAPONS

NAME	DAMAGE	RANGE	MAX ROF	MAGAZINE
UNARMED	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

GEAR

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR

NAME	AR	COVERS
_____	_____	_____

MONEY

TOTAL CREDITS	CREDITS	DOLLARS	PLATINUM	GOLD	SILVER
€_____	€1	$25	2.5	5	250

ACTION	DIFFICULTY	EXTRA SUCCESS	COMPLEX ACTIONS	PLOT POINT COST	DICE STEPS
EASY	3	10	15	1	D2
AVERAGE	7	14	35	2	D4
HARD	11	18	55	3	D6
FORMIDABLE	15	22	75	4	D8
HEROIC	19	26	95	5	D10
INCREDIBLE	23	30	115	6	D12
RIDICULOUS	27	34	135	7	D12+D2
IMPOSSIBLE	31	38	155	8	D12+D4
—	—	—	—	9	D12+D6
—	—	—	—	10	D12+D8
—	—	—	—	11	D12+D10
—	—	—	—	12	D12+D12

YOU CAN USE PLOT POINTS TO MODIFY ROLLS | REDUCE DAMAGE | FUEL ASSETS | MANIPULATE THE STORY