

Character Name	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">Class</td> <td style="width: 50%; text-align: center;">Level</td> </tr> <tr> <td style="height: 20px;"></td> <td style="height: 20px;"></td> </tr> <tr> <td colspan="2" style="height: 20px;"></td> </tr> <tr> <td colspan="2" style="text-align: center;">Character Past</td> </tr> </table>	Class	Level					Character Past	
Class	Level								
Character Past									

Power _____
Score Bonus

Might _____

Threatening ○

Reflexes _____

Balancing ○

Dodge ○

Hand Speed ○

Sneak ○

Fortitude _____

Endurance ○

Intensity ○

Brilliance _____

Memory ○

Technology ○

World ○

Judgement _____

Empathy ○

Intuition ○

Observation ○

Tracking ○

Speech _____

Acting ○

Convincing ○

Deceit ○

Questioning ○

Protection Score	Movement

Engagement	Health Dice

Equipment	Attack Bonus	Damage
	□	□
	□	□
	□	□
	□	□
Other Equipment		

Total Health	
Added Health	

Trained Weapons / Languages / Tools / Skills

Class, Race, and Past Features

Race	Height	Weight	Age
	Skin	Hair	Body Frame

Personal Goals

Knocked Out	
Stabilize	○ ○ ○
Destabilize	○ ○ ○ ○ ○

Personal Beliefs

Bleeding Out	
Stabilize	○ ○ ○ ○ ○
Destabilize	○ ○ ○ ○ ○

Background	Head Gear
	Torso Gear
	Arm Gear
	Leg Gear

Inventory	

Progression

How progression works: after reaching a new level, your bonus increases by 1.

Skills	Usage
Might	/
Threatening	/
Balancing	/
Dodge	/
Hand Speed	/
Sneak	/
Endurance	/
Intensity	/
Memory	/
Technology	/
World	/
Empathy	/
Intuition	/
Observation	/
Tracking	/
Acting	/
Convincing	/
Deceit	/
Questioning	/

Tools / Kits	Usage
Amorer Tools	/
Bladesmith Tools	/
Camouflage Tools	/
Climbing Tools	/
Explosive Tools	/
First Aid Kit	/
Gunsmith Tools	/
Lock Picking Tools	/
Medicine Kit	/
Metalsmith Tools	/
Repair Tools	/
Slicing Tools	/
Surgery Kit	/
Terraforming Tools	/

Weapons	Encounters
Pistol	/
Shotgun	/
Rifle	/
Sniper	/
Hand Crossbow	/
Crossbow	/
Longbow	/
Baseball Bat	/
Battleaxe	/
Crowbar	/
Energy Baton	/
Great Hammer	/
Hands	/
Handaxe	/
Katana	/
Knife	/
Longsword	/
Machete	/
Spear	/
Shortsword	/
Whip	/