

NAME: \_\_\_\_\_ PLAYER: \_\_\_\_\_ XP: \_\_\_\_\_

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	CORRUPTION	

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHTING MELEE ATTACKS	SHOOTING RANGED ATTACKS	THROWING THROWN ATTACKS	PACE PACE 6 (RUN + 1d6)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SANITY 2+1/2 SPIRIT	PARRY 2+1/2 FIGHTING	TOUGHNESS 2+1/2 VIGOR

**SKILLS**

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



**ARMOUR**

HEAD \_\_\_\_\_ ARMS \_\_\_\_\_

TORSO \_\_\_\_\_ LEGS \_\_\_\_\_

**CURRENT HEALTH**

WOUNDS		FATIGUE		INSANITY	
<input type="checkbox"/>	<b>-1</b>	<input type="checkbox"/>	<b>-1</b>	<input type="checkbox"/>	<b>-1</b>
<input type="checkbox"/>	<b>-2</b>	<input type="checkbox"/>	<b>-2</b>	<input type="checkbox"/>	<b>-2</b>
<input type="checkbox"/>	<b>-3</b>			<input type="checkbox"/>	<b>-3</b>

**↓**

**INCAPACITATED**

**EDGES/HINDRANCES**

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WEAPON	RANGE	DAMAGE	ROF	SHOTS	MIN STR	NOTES
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**GEAR**

**AMMO CARRIED**

**TYPE**

**TYPE**

**TYPE**

**TYPE**

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