

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

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

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FIGHTING MELEE ATTACKS	SHOOTING RANGED ATTACKS	THROWING THROWN ATTACKS	PACE BASE 6 (ADD 1D6 TO RUN)

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

**SKILLS**

<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	
<input type="text"/>		<input type="text"/>	



**ARMOUR**

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

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

**CURRENT HEALTH**

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

↓

INCAPACITATED

**EDGES/HINDRANCES**

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WEAPON	RANGE	DAMAGE	ROF	SHOTS	MIN STR	NOTES
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<hr/>						
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**GEAR**

**AMMO CARRIED**

**TYPE**

**TYPE**

**TYPE**

**TYPE**

[Empty box for gear type]

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