

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"/>	-1	<input type="checkbox"/>	-1	<input type="checkbox"/>	-1
<input type="checkbox"/>	-2	<input type="checkbox"/>	-2	<input type="checkbox"/>	-2
<input type="checkbox"/>	-3			<input type="checkbox"/>	-3

↓

INCAPACITATED

EDGES/HINDRANCES

WEAPON	RANGE	DAMAGE	ROF	SHOTS	MIN STR	NOTES

GEAR

AMMO CARRIED

TYPE

TYPE

TYPE

TYPE

[Empty box for gear type]

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