

Name _____



Description _____

Archetype _____ Training _____

Background _____ Code _____

Crew type _____

Home neighbourhood _____

TRAITS

SKILLS

<input type="radio"/> Athletics	%	<input type="radio"/> Grappling	%	<input type="radio"/> Scavenge	%
<input type="radio"/> Craft	%	<input type="radio"/> Guns	%	<input type="radio"/> Stealth	%
<input type="radio"/> Deception	%	<input type="radio"/> Influence	%	<input type="radio"/> Streetwise	%
<input type="radio"/> Dodge	%	<input type="radio"/> Kicking	%	<input type="radio"/> Striking	%
<input type="radio"/> Drive	%	<input type="radio"/> Mechanics	%	<input type="radio"/> Thievery	%
<input type="radio"/> Endurance	%	<input type="radio"/> Melee Weapons	%	<input type="radio"/> Thrown Weapons	%
<input type="radio"/> First Aid	%	<input type="radio"/> Perception	%	<input type="radio"/> Willpower	%

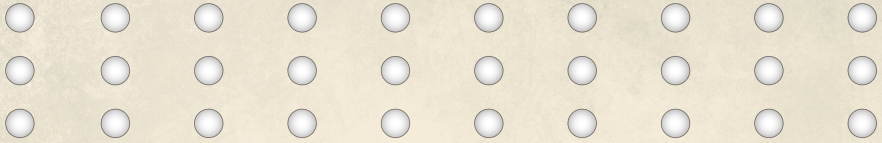
TALENTS

ATTRIBUTES

Damage Bonus _____ Initiative _____ Move _____

	MAXIMUM	CURRENT
Guts		
Clash Points		
Energy		

WOUNDS



WEAPONS

Name	Size	Modifier	Range

ARMOUR

Name	Protection	Clash Point Reduction

GENERAL GEAR
