

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 | % |

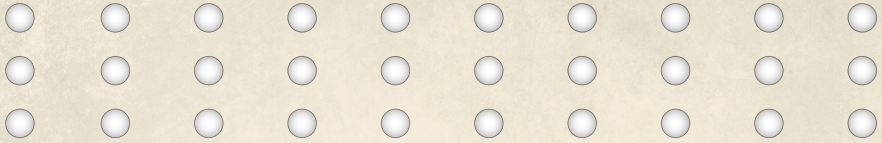
TALENTS

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
