**Name** _____

**URBAN DECAY**

**Description** _____
_____
_____
_____

**Archetype** _____  **Training** _____

**Background** _____  **Code** _____

**Crew type** _____

**Home neighbourhood** _____

_____
_____
_____

## SKILLS

| | | | | | |
|---|---|---|---|---|---|
| ⚪ Athletics | % | ⚪ Grappling | % | ⚪ Scavenge | % |
| ⚪ Craft | % | ⚪ Guns | % | ⚪ Stealth | % |
| ⚪ Deception | % | ⚪ Influence | % | ⚪ Streetwise | % |
| ⚪ Dodge | % | ⚪ Kicking | % | ⚪ Striking | % |
| ⚪ Drive | % | ⚪ Mechanics | % | ⚪ Thievery | % |
| ⚪ Endurance | % | ⚪ Melee Weapons | % | ⚪ Thrown Weapons | % |
| ⚪ First Aid | % | ⚪ Perception | % | ⚪ Willpower | % |

**TALENTS**
_____
_____
_____
_____

## ATTRIBUTES

Damage Bonus _____ Initiative _____ Move _____

| | MAXIMUM | CURRENT |
|---|---|---|
| Guts | | |
| Clash Points | | |
| Energy | | |

## WOUNDS

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
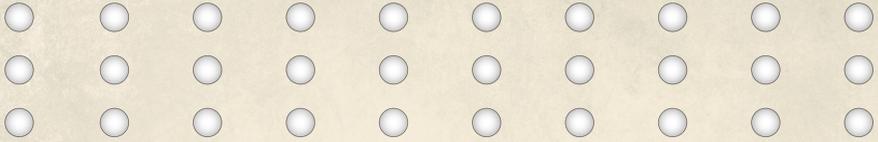
## WEAPONS

| Name | Size | Modifier | Range |
|---|---|---|---|
| | | | |

## ARMOUR

| Name | Protection | Clash Point Reduction |
|---|---|---|
| | | |

## GENERAL GEAR

_____  _____  _____

_____  _____  _____

_____  _____  _____