PERSONAL INFORMATION

NAME:		PROFESSION:	
AGE:	WEIGHT:	HEIGHT:	GENDER:
DESCRIBE YOURSELF IN 3 WORDS:			
COMPLICATION: Betrayed		MOTIVATION:	

REASON: ACUMEN: PHYSICALITY: INFLUENCE: DEXTERITY:

SKILLS (RANK YOURSELF FROM 0-4)

-3 [Combat] Demolitions* (PHY)
__ [Combat] Melee Combat (PHY)
__ [Combat] Ranged Combat (DEX)
__ [Combat] Unarmed Combat (PHY)
-3 [Criminal] Lock-Picking* (REA)
__ [Criminal] Sleight of Hand (DEX)
__ [Criminal] Stealth (DEX)
__ [Medicine] First Aid (REA)
-3 [Medicine] Pharmacology* (REA)
-3 [Medicine] Surgery* (REA)

__ [Knowledge] Farming (REA)
__ [Knowledge] General Know. (REA)
-3 [Knowledge] Psychology* (REA)
__ [Knowledge] Research (REA)
-3 [Knowledge] Tactics* (REA)
-3 [Mechanic] Armorsmith* (DEX)
__ [Mechanic] Tinkerer (DEX)
-3 [Mechanic] Vehicle Rep.* (DEX)
-3 [Mechanic] Weaponsmith* (DEX)

__ [Innate] Athletics (DEX)
__ [Innate] Hunting (PHY)
__ [Innate] Navigation (ACU)
__ [Innate] Scavenging (ACU)
__ [Innate] Survival (ACU)
__ [Sway] Animal Handling (INF)
__ [Sway] Barter (ACU)
__ [Sway] Entertainment (INF)
__ [Sway] Inspiration (INF)
__ [Sway] Intimidation (PHY)
__ [Sway] Manipulation (INF)

SECONDARY STATS

WOUND POINTS: 10 + PHY + DEX	DM MELEE: - PHY AMod	INITIATIVE: DEX + ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
RESILIENCE POINTS: 6 + PHY	DM RANGED: - DEX AMod	ENCUMBRANCE: 6 + PHY	INSIGHT DICE: 0 1 2 3 4 5 6 7 8 9 10
MORALITY: 3	PANIC THRESHOLD: 50% of original RP total (rounded down)	BREAKING POINT: 3 + REA + PHY 1 2 3 4 5 6 7 8 9 10	RATIONS: 0 1 2 3

WEAPONS AND EQUIPMENT

NAME: Fists	WP: 1d3+	TYPE: M R E S	RANGE: E C M L D	Damage: 1d3 + PHY + Unarmed Combat

NAME:		TYPE: M R E S	RANGE: E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: 0 1 2 3 4 5 6 7 8 9 10 11
NAME:		TYPE: M R E S	RANGE: E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: 0 1 2 3 4 5 6 7 8 9 10 11

EQUIPMENT:	ENC:	COND: P U W D B	TRAITS:
EQUIPMENT:	ENC:	COND: P U W D B	TRAITS:

ARMOR:	ENC:	DM:	COND: P U W D B	ARMOR:	ENC:	DM:	COND: P U W D B

BACKGROUND INFORMATION & NOTES

RELATIONSHIPS

NAME:	MODIFIER:	NAME:	MODIFIER:

ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

INCIDENTAL EQUIPMENT:

SURVIVAL EQUIPMENT: