NAME _____
PROFESSION _____
AGE ____ HT ____ WT _____
RANK _____ XP _____

ATTRIBUTES & SKILLS

4 6 8 10 12 **AGILITY**
- Boating
- Driving
- Fighting
- Lockpicking
- Piloting
- Riding
- Shooting
- Stealth
- Swimming
- Throwing
- _____

4 6 8 10 12 **SMARTS**
- Gambling
- Healing
- Investigation
- Notice
- Occult
- Repair
- Streetwise
- Survival
- Taunt
- Tracking
- _____
- _____
- _____
- _____

4 6 8 10 12 **STRENGTH**
- Climbing
- _____

4 6 8 10 12 **SPIRIT**
- Guts
- Intimidation
- Persuasion
- _____

4 6 8 10 12 **VIGOR**
- _____

CREATION: Attributes 5 pts, Skills 15 pts.

RAISE CALCULATOR

1	5	9	13	17	21	25	29	33	37
2	6	10	14	18	22	26	30	34	38
3	7	11	15	19	23	27	31	35	39
4	8	12	16	20	24	28	32	36	40

FATE CHIPS:

White - Reroll Trait rolls, remove Shaken status, or attempt Soak roll.

Red - Use as White chip or add 1d6 result but Marshall draws a chip.

Blue - Like Red chip but no draw.

Legend - Add 1d6 +2 to result or reroll any roll.

TARGET NUMBER (TN): Default 4.

ACE: After max value rolled on any die, roll again and add to result.

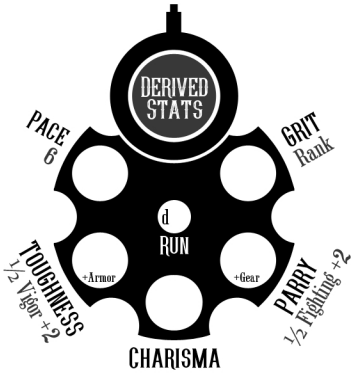
RAISE: 1 raise per 4 above TN.

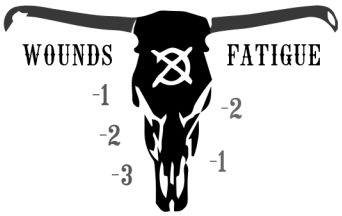
SOAK: Once per attack, spend a Fate chip to make a Vigor roll. Each success and raise cancels 1 wound.

SHAKEN: Roll Spirit to recover.

WOUNDS: Every Raise causes a wound. 2nd Shaken results in wound.

BONUS DAMAGE: Raise on an attack roll adds +1d6 max damage.





WORST NIGHTMARE

PERMANENT INJURIES

GEAR

Wt

ARMOR

Area Prtct Wt

WEAPONS

Rng Dmg AP ROF Shots Wt

CURRENCY

$ _____

TOTAL WEIGHT

_____
Weight Limit (Str x5) _____
Encumberance _____

POWERS

Cost Range Effect Duration

NOTES/INFO

BACKGROUND

HINDRANCES

CREATION: Choose 1 major and 2 minor.

EDGES

Novice
5
10
15
Seasoned
25
30
35
Veteran
45
50
55
Heroic
65
70
75
Legendary
90
100
110

CREATION: 1 Edge for every 2 Hindrance pts + race bonus.

AMMO

5 10 15 20 25 30 35 40 45 50

POWER

5 10 15 20 25 30 35 40 45 50 55 60

Very High | High | Low | Very Low | Empty