

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

AMMO _____

POWER

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.

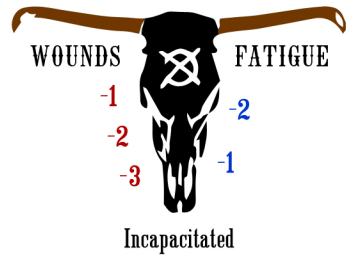
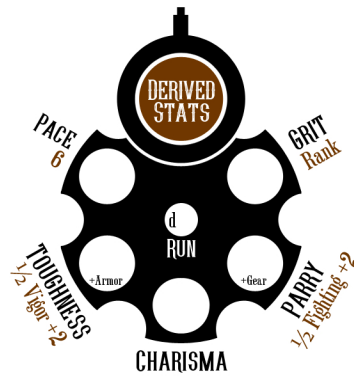
RAISE: 1 raise per 4 above TN.

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

GEAR

Wt _____

WEAPONS

CURRENCY \$ _____

POWERS

PERMANENT INJURIES

ARMOR

Area Prtct Wt _____

Rng Dmg AP ROF Shots Wt _____

TOTAL WEIGHT _____
 Weight Limit (Str x5) _____
 Encumbrance _____

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.