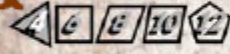
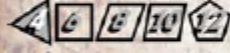
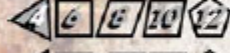
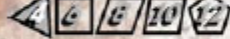


DEAD LANDS

NAME: _____

RANK: _____ XP: _____

ATTRIBUTES

-  **AGILITY**
-  **SMARTS**
-  **SPIRIT**
-  **STRENGTH**
-  **VIGOR**

BASE	DERIVED STATS	MOD
○	PACE	○
○	PARRY (2+ Half Fighting)	○
○	TOUGHNESS (2+ Half Vigor)	○
○	GRIT (Rank)	○
○	CHARISMA	○

HINDRANCES

EDGES

SKILLS

	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____

GEAR

ITEM	LOCATION	WEIGHT

BACKGROUND

WORST NIGHTMARE

DINERO _____

TOTAL WEIGHT CARRIED: _____

WEIGHT LIMIT: _____

ENCUMBERANCE PENALTY: _____

ARMOR TYPE	AREA PROTECTED	PROTECTION	WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT	DURATION
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WEAPON	RANGE	ROF	DAMAGE	WEIGHT
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WOUNDS!

-1 -2 -3 **INC!** **FATIGUE!**

-2 -1

NOTES: _____

PERMANENT INJURIES: _____

