

WOUNDS -1 -2 -3 INC -2 -1 FATIGUE



PARRY TOUGHNESS

HERO: RACE:
CHARISMA: PACE:
RACIAL ABILITIES:

ATTRIBUTES

AGILITY
SMARTS
STRENGTH
SPIRIT
VIGOR



SKILLS

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

HINDRANCES



EDGES



GEAR & ARMOR

POWERS COST RANGE DAMAGE/EFFECT DURATION

WEAPONS RANGE ROF DAMAGE AP WT NOTES

