

# NECESSARY EVIL

NAME			Age	
RACE		Hair	Eyes	
SETTING			Weight	
PLAYER			Height	

<b>XP RANK</b>	NOVICE (0-20)	ATTRIB?	PP?
	SEASONED (21-40)		
	VETERAN (41-60)		
	HEROIC (61-80)		
	LEGENDARY (81+)		

## ATTRIBUTES

AGILITY *	
SMARTS	
SPIRIT	
STRENGTH *	
VIGOR	

## WOUNDS

-1	-2	-3	<b>INC</b>
	-1	-2	

## TOTAL BASE MODS

<b>PACE</b> (BASE 6")			
<b>PARRY</b> (2+HALF FIGHTING)			
<b>TOUGHNESS</b> (2+HALF VIGOR)			
<b>CHARISMA</b>			

## SKILLS

BOATING (A) *	
CLIMBING (ST) *	
DRIVING (A) *	
FIGHTING (A) *	
GAMBLING (SM)	
GUTS (SP)	
HEALING (SM)	
INTIMIDATION (SP)	
INVESTIGATION (SM)	
KNOWLEDGE (SM)	
LOCKPICKING (A) *	
NOTICE (SM)	
PERSUASION (SP)	
PILOTING (A)	
REPAIR (SM)	
RIDING (A) *	
SHOOTING (A)	
STEALTH (A) *	
STREETWISE (SM)	
SURVIVAL (SM)	
SWIMMING (A) *	
TAUNT (SM)	
THROWING (A) *	
TRACKING (SM)	

## FATIGUE

### \*ENCUMBRANCE PENALTY

-1	-2	-3	
LOAD LIMIT			
MAX WEIGHT			

## HINDRANCES


## EFFECT

## EDGES


## EFFECT

## POWERS


## EFFECT

## POWER POINTS

## WEAPON

## RANGE

## DAMAGE

## ROF

## SHOTS

## MIN STR NOTES


