

UNHALLOWED

METROPOLIS

Name: _____ Player: _____

Age & Appearance: _____

Calling: _____

Experience Points Total: Unspent:

Attributes

	Cost	Rating
Vitality _____		<input type="checkbox"/>
Coordination _____		<input type="checkbox"/>
Wit _____		<input type="checkbox"/>
Intellect _____		<input type="checkbox"/>
Charm _____		<input type="checkbox"/>
Will _____		<input type="checkbox"/>
Prowess <input type="checkbox"/>		<input type="checkbox"/>
(Coordination + Wit)		
Actions		<input type="checkbox"/>

Skills

↳ Specialties & Stunts

Medicine

2

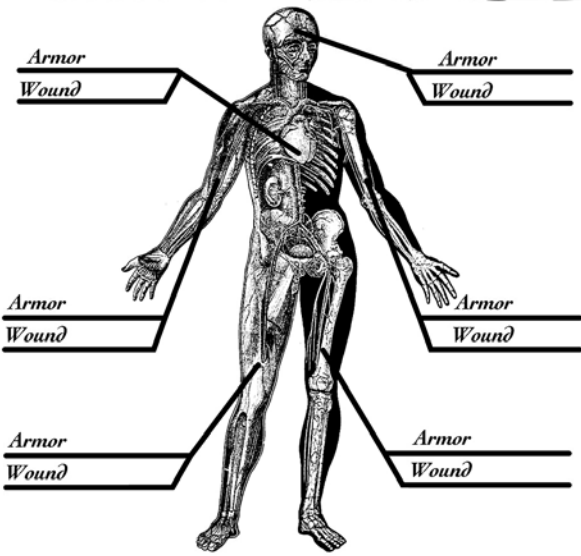
Examples
↳ Alchemy
↳ Anatomy

Corruption

Physical Affliction: _____	<input type="checkbox"/>
Desire Affliction: _____	<input type="checkbox"/>
Drive Affliction: _____	<input type="checkbox"/>

Qualities, Impediments & Features

Tasks & Difficulty Rating	
Task:	Difficulty Rating
Simple	No Roll
Moderate	11
Complex	14
Hard	16
Virtually Impossible	20
Impossible	No Roll



Damage Roll:

11 or less:
Fleshwound

12-16:
Serious
Wound

17 - 20:
Incapacitating
Wound

21 +
Fatal Wound

Attack Modifiers: Location

Location:	Attack Modifier:	Damage Modifier:
Arm	-3	0
Leg	0	0
Hand/Foot	-3	-3
Head/Throat	-3	+5
Torso	0	0
Vital Location (Heart)	-5	+5

Attack Modifiers: Ranged

Attacker Aiming:	+5	Long Range:	-2
Off Hand Penalty:	-3	Extreme Range:	-4
Attacker Moving:	-2	Target Partially obscured by cover:	-2
Poor Visibility:	-1 to -3	Target mostly obscured by cover:	-4

Attributes Rating /Current

Vitality	<input type="text"/>	/	<input type="text"/>
Coordination	<input type="text"/>	/	<input type="text"/>
Wit	<input type="text"/>	/	<input type="text"/>
Intellect	<input type="text"/>	/	<input type="text"/>
Charm	<input type="text"/>	/	<input type="text"/>
Will	<input type="text"/>	/	<input type="text"/>
Prowess	<input type="text"/>	/	<input type="text"/>
Actions	<input type="text"/>	/	<input type="text"/>

Initiative = 2d10 + Prowess
Attack Roll Difficulty Rating (DR)
 Unaware Target: 11
 Aware Target: 11 + Target's Coordination
 Target Taking: 11 + (Target's Coordination x2)
 Evasive Action:

Wounds

Armor

Weapons

Weapon	Skill Rating	Damage	Range	Ammo	Cost	Ammo Cost	Features
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Assets, Possessions & Equipment

Notes

Wealth Savings: