



**Character Profile**

Name	
Concept	
Player	

**Attributes**

<b>AGILITY</b>	4	6	8	10	12
<b>SMARTS</b>	4	6	8	10	12
<b>SPIRIT</b>	4	6	8	10	12
<b>STRENGTH</b>	4	6	8	10	12
<b>VIGOR</b>	4	6	8	10	12

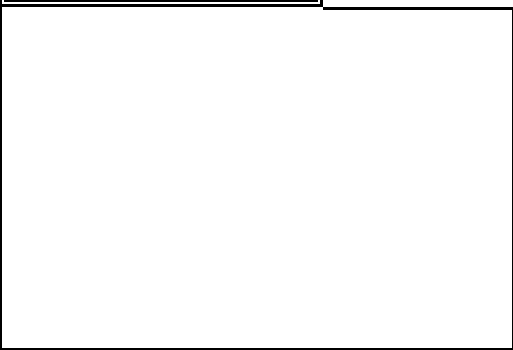
**Skills**

Boating	AGI	4	6	8	10	12
Climbing	STR	4	6	8	10	12
Driving	AGI	4	6	8	10	12
Fighting	AGI	4	6	8	10	12
Gambling	SMT	4	6	8	10	12
Guts	SPI	4	6	8	10	12
Healing	SMT	4	6	8	10	12
Intimidation	SPI	4	6	8	10	12
Investigation	SMT	4	6	8	10	12
Lockpicking	AGI	4	6	8	10	12
Notice	SMT	4	6	8	10	12
Persuasion	SMT	4	6	8	10	12
Piloting	AGI	4	6	8	10	12
Repair	SMT	4	6	8	10	12
Riding	AGI	4	6	8	10	12
Shooting	AGI	4	6	8	10	12
Stealth	AGI	4	6	8	10	12
Streetwise	SMT	4	6	8	10	12
Survival	SMT	4	6	8	10	12
Swimming	AGI	4	6	8	10	12
Taunt	SMT	4	6	8	10	12
Throwing	AGI	4	6	8	10	12
Tracking	SMT	4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12
		4	6	8	10	12

**Hindrances**

Name	Effect/Modifiers

**Character Portrait**



**Health Status**

Wounds	□ -1	□ -2	□ -3	Incapacitated
Fatigue		□ -1	□ -2	

**Other Stats**

Pace		Size		Bennies	
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**Defenses**

Parry	Toughness	Head	Arms	Legs

Armor/ Protective Gear	Area Covered	Armor Value	Weight

Parry = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges)  
 Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges)  
 Armor = The best layer of armor per location adds full value to Toughness of that location.  
 Second best layer adds half value to that location.

**Weapons**

Weapon	Range	ROF	AP	Damage	Wt

**Powers**

Power	PP	Range	Dur	Effect/Trappings

