Name_____ Height_____ Weight_____ Age_____

Concept_____

Notes/Appearance_____

AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR
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

Toughness (+Armor)

Sanity

Charisma

Parry

Corruption

Mythos

Defining Interests

Hindrances

Edges

Wounds

-1 -2 -3

Madness

-1 -2 -3

Incapacitated

Fatigue

-2 -1

Skill	Attribute	Rank	+
		④⑥⑧⑩○	

Inventory

Weapon	Range	ROF	Damage	AP	WT	Notes

Advances

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Multiple Actions: -2 to all actions per extra action. **Aim:** +2 shooting/throwing if no movement. **Called Shot:** -2 to leg/arm, -4 to head/vitals (+4 damage), -6 to tiny area. **Defend:** +2 parry, but no other actions. **Double-Tap/3RB**: +1/+2 to attack/damage. **Full Auto:** Attacks up to ROF at -2 each; no multi-action penalty. **Ganging Up:** +1 per add'l attacker, maximum of +4. **Suppressive Fire**: Req. Full Auto. Uses 5x ROF ammo, med. burst template, on a successful attack those in the burst must make a Spirit roll or be shaken; roll of 1 means a hit. **Test of Wills:** Taunt vs. Smarts or Intimidate vs. Spirit. Success = +2 on next attack. Raise = enemy Shaken. **Two Weapons**: -2 for off-hand, plus multi-action penalty. **Unarmed Defender:** Armed attackers get +2 on Fighting rolls. **Wild Attack:** Describe maneuver; +2 Fighting, +2 damage, -2 Parry until next action. **Withdrawing from close combat:** Adjacent foes get one free attack.