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	
Boating	4 6 8 10	Gambling	4 6 8 10	Guts	4 6 8 10	Climbing	4 6 8 10	_____	4 6 8 10
Driving	4 6 8 10	Healing	4 6 8 10	Intimidation	4 6 8 10	_____	4 6 8 10	_____	4 6 8 10
Fighting	4 6 8 10	Investigation	4 6 8 10	Persuasion	4 6 8 10	_____	4 6 8 10	_____	4 6 8 10
Lockpicking	4 6 8 10	Notice	4 6 8 10	Sensitive	4 6 8 10	_____	4 6 8 10	_____	4 6 8 10
Piloting	4 6 8 10	Repair	4 6 8 10	_____	4 6 8 10	_____	4 6 8 10	_____	4 6 8 10
Riding	4 6 8 10	Streetwise	4 6 8 10						
Shooting	4 6 8 10	Survival	4 6 8 10						
Stealth	4 6 8 10	Taunt	4 6 8 10						
Swimming	4 6 8 10	Tracking	4 6 8 10						
Throwing	4 6 8 10	_____	4 6 8 10						
_____	4 6 8 10	_____	4 6 8 10						
_____	4 6 8 10	_____	4 6 8 10						
_____	4 6 8 10	_____	4 6 8 10						

Toughness (+Armor)

Sanity

Charisma

Parry

Corruption

Mythos

Defining Interests

_____
_____
_____

Wounds

-1
-2
-3

Madness

-1
-2
-3

Incapacitated

-2
-1
Fatigue

Inventory

Hindrances

_____
_____
_____

Edges

_____
_____
_____
_____
_____
_____

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.