



Abilities

Agility:
Charisma:
Endurance:
Intelligence:
Strength:
Wisdom:

Level:
Experience:
Moral Code:
Archetype:

Home:
Age:
Height:
Weight:

Reactions

Evasion:
Fortitude:
Health:
Perception:
Reason:
Willpower:

Movement:
Mojo:

Injuries:
Verve:

Defense:
Hand Attack:
Thrown Attack:
Propelled Attack:
Survival:

Skills

Specialties

Weapons

damage fire range bulk

Armor

defense agility bulk



Equipment

Carry:

- | | |
|------------|-----|
| 1. (money) | 7. |
| 2. | 8. |
| 3. | 9. |
| 4. | 10. |
| 5. | 11. |
| 6. | 12. |

Archetypal Abilities

Goals & Quotes





