

Player:

Character:

Archetype:

Career:

AGILITY

BRAWN

CUNNING

INTELLECT

PRESENCE

WILLPOWER

SOAK

XP

WOUNDS

STRAIN

DEFENSE

AVAILABLE | TOTAL

INFLECTED | THRESHOLD

INFLECTED | THRESHOLD

MELEE | RANGED

SKILLS

GENERAL SKILLS	CAREER?	RANK
Athletics (Br)	☐	
Computers (Int)	☐	
Cool (Pr)	☐	
Coordination (Ag)	☐	
Discipline (Will)	☐	
Driving (Ag)	☐	
Mechanics (Int)	☐	
Medicine (Int)	☐	
Operating (Int)	☐	
Perception (Cun)	☐	
Piloting (Ag)	☐	
Resilience (Br)	☐	
Skulduggery (Cun)	☐	
Stealth (Ag)	☐	
Streetwise (Cun)	☐	
Survival (Cun)	☐	
Vigilance (Will)	☐	

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)	☐	
Melee (Br)	☐	
Ranged (Heavy) (Ag)	☐	
Ranged (Light) (Ag)	☐	
Gunnery (Ag)	☐	

SOCIAL SKILLS	CAREER?	RANK
Charm (Pr)	☐	
Coercion (Will)	☐	
Deception (Cun)	☐	
Leadership (Pr)	☐	
Negotiation (Pr)	☐	

KNOWLEDGE SKILLS	CAREER?	RANK
Science (Int)	☐	
Society (Int)	☐	

CUSTOM SKILLS	CAREER?	RANK
Navigation (Int)	☐	
Tactics (Int)	☐	
	☐	

CRITICAL INJURIES

SEVERITY	RESULT

DICE KEY

Proficiency	Difficulty
Ability	Challenge
Boost	Setback

Advantage	Threat
Success	Failure
Triumph	Despair
Counts as one Success and one boon	Counts as one Failure and one consequence

Add to next allied active character's check. OR Recover 1 strain.

Add to any allied active character's check.

Pool Examples

CHARACTERISTIC: Brawn			Rating 2
SKILL: Melee (Br)			Rank 3
POOL			
CHARACTERISTIC: Agility			Rating 3
SKILL: Stealth (Ag)			Rank 1
POOL			

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

EQUIPMENT

ARMOR:

MONEY:

PERSONAL GEAR:

Player: _____

Character: _____

MOTIVATIONS

STRENGTH:

FLAW:

DESIRE:

FEAR:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

FAVORS

GIVEN:

OWED:

TALENTS & SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY



NOTES

Player: _____

Character:

TALENT PYRAMID

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TALENT	ACTIVE?
	☐
PAGE #	

TALENT	ACTIVE?
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TIER 1 5 XP

TIER 2 10 XP

TIER 3 15 XP

TIER 4 20 XP

TIER 5 25 XP

PURCHASING TALENTS

When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.

