

CHARACTER: _____ PLAYER: _____ XP: _____

ATTRIBUTES

(+1, 0, -1)

STRONG

(lift, push, carry, break)

NIMBLE

(balance, avoid, manipulate)

HARDY

(resist fatigue, recover)

SMART

(general knowledge)

WILLFUL

(resist manipulation)

SAVVY

(favorable reaction)

Five empty circles for attribute tracking.

DESCRIPTION & GOALS

Large empty box for character description and goals.

◇ **GRAZED**

(until end of scene or healed; no other effect)

◇ **WOUNDED**

(-1 to all skill checks until healed)

◇ **INCAPACITATED**

(ends scene; proceed to next scene)

BASE

UNTRAINED

PHYSICAL/MELEE:

(strong+hardy, untrained -1)

Circle for Physical/Melee base.

SKILLS: _____

(skill groups: perform, martial arts, athletics, weapon)

Circle for Physical/Melee untrained.

DEVICE/RANGED:

(nimble+hardy, untrained -1)

Circle for Device/Ranged base.

SKILLS: _____

(skill groups: bows, throwing, guns, gunner, disable, *dodge)

Circle for Device/Ranged untrained.

ANIMAL/VEHICLE:

(strong+savvy, untrained -1)

Circle for Animal/Vehicle base.

SKILLS: _____

(skill groups: ride, handle animal, wayfind, crew, drive, pilot)

Circle for Animal/Vehicle untrained.

SUBTERFUGE/SURV:

(smart+nimble, untrained -1)

Circle for Subterfuge/Surv base.

SKILLS: _____

(skill groups: hunt, survive, streetwise, sneak; *notice)

Circle for Subterfuge/Surv untrained.

KNOWLEDGE:

(smart+willful, untrained -1)

Circle for Knowledge base.

SKILLS: _____

(skill groups: crafts, medic, profession, mechanic, *research)

Circle for Knowledge untrained.

SOCIAL:

(savvy+willful, untrained -1)

Circle for Social base.

SKILLS: _____

(skill groups: influence, interact)

Circle for Social untrained.

POWER:

(special ability=hardy -1;

magic=smart -1;

psionics=willful -1. No untrained)

Circle for Power base.

SKILLS: _____

(types: melee, ranged, attribute, skill, equipment/utility)

Circle for Power untrained (shaded).

*Notice, research and dodge are standalone skills, not skill groups

SIGNATURE GEAR, EQUIPMENT, VALUABLES:

Large empty box for signature gear, equipment, and valuables.

PATRONS, ALLIES, RELATIONSHIPS

Large empty box for patrons, allies, and relationships.

ALLY/FŌE: _____ TYPE: _____ TRAIT/RAT: _____

CONFLICT

[POWER/SKILL:]

[POWER/SKILL:]

DESCRIPTION & NOTES

ALLY/FŌE: _____ TYPE: _____ TRAIT/RAT: _____

CONFLICT

[POWER/SKILL:]

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CONFLICT

[POWER/SKILL:]

[POWER/SKILL:]

DESCRIPTION & NOTES

WEAK TEAM/MINIONS

Members	Conflict Skill
1	Nigh impossible (-3)
2-3	Very unlikely (-2)
4-5	Unlikely (-1)
6-8	50/50 Moderate (0)
9-10	Likely (+1)

AVG TEAM/MINIONS

Members	Conflict Skill
1-3	Unlikely (-1)
4-6	50/50 Moderate (0)
7-10	Likely (+1)

INDIVIDUALS

Type	Conflict Skill, Other Skills/Abilities
"add leader"	(0) must eliminate teams/minions first
average NPC	(0) one skill/power at +1
talented NPC	(0) two skills/powers at +1
brute/entity	(+2) with no special abilities, OR
[automaton]	(+1) with a special ability
hybrid	(+1) with no special abilities OR
	(0) with a special ability
infiltrator/spy	(0) 3 or more skills/powers at +1

MONSTERS

Conflict Skill: (d10)/2, for odd results round down and assign special ability
 Number of Hits: (d10)-5, at least 1. All "10" results explode (add 10, roll again)

% window dressing: +1 to skill when % aligns;
 -1 to skill when % contradicts.