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)

DESCRIPTION & 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)
SKILLS: _____
(skill groups: perform, martial arts, athletics, weapon)   ( )

DEVICE/RANGED: ( )
(nimble+hardy, untrained -1)
SKILLS: _____
(skill groups: bows, throwing, guns, gunner, disable, *dodge)   ( )

ANIMAL/VEHICLE: ( )
(strong+savvy, untrained -1)
SKILLS: _____
(skill groups: ride, handle animal, wayfind, crew, drive, pilot) ( )

SUBTERFUGE/SURV: ( )
(smart+nimble, untrained -1)
SKILLS: _____
(skill groups: hunt, survive, streetwise, sneak; *notice)   ( )

KNOWLEDGE: ( )
(smart+willful, untrained -1)
SKILLS: _____
(skill groups: crafts, medic, profession, mechanic, *research)   ( )

SOCIAL: ( )
(savvy+willful, untrained -1)
SKILLS: _____
(skill groups: influence, interact)   ( )

POWER: ( )
(special ability=hardy -1;
magic=smart -1;
psionics=willful -1. No untrained)
SKILLS: _____
(types: melee, ranged, attribute, skill, equipment/utility)   (▨)

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

SIGNATURE GEAR, EQUIPMENT, VALUABLES:

PATRONS, ALLIES, RELATIONSHIPS

ALLY/FOE: _____ TYPE: _____ TRAIT/RAT: _____

CONFLICT ◯

[POWER/SKILL:] ◯
_____

[POWER/SKILL:] ◯
_____

DESCRIPTION & NOTES

_____

ALLY/FOE: _____ TYPE: _____ TRAIT/RAT: _____

CONFLICT ◯

[POWER/SKILL:] ◯
_____

[POWER/SKILL:] ◯
_____

DESCRIPTION & NOTES

_____

ALLY/FOE: _____ TYPE: _____ TRAIT/RAT: _____

CONFLICT ◯

[POWER/SKILL:] ◯
_____

[POWER/SKILL:] ◯
_____

DESCRIPTION & NOTES

_____

ALLY/FOE: _____ TYPE: _____ TRAIT/RAT: _____

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 [automaton]	(+2) with no special abilities, OR (+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

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

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)