

Character name _____

Background _____

Player name _____

Attributes	Skills				
Reflex ◇ ◇ ◇	Exalted 	Performance ○○○	Stealth ○○○	Survival ○○○	Analysis ○○○
Vigor ◇ ◇ ◇	Union 	Persuasion ○○○	Chase ○○○	Awareness ○○○	Tactics ○○○
Will ◇ ◇ ◇	Order 	Command ○○○	Medicine ○○○	Crafting ○○○	Recall ○○○

_____ / _____

◇ Exertion:

_____ / _____
Continuous Maneuver:

Status	Strength [X]
Wounded	
Warded	
Slowed	
Hastened	
Blinded	
Exhausted	
Protected	
Vulnerable	

Vital Health Threshold:
6 + Vigor

Nonvital Health Threshold:
12 + (2 * Vigor)

Injured

Scars:

Travel Role:

Camping Role:

Wounds Received	VITAL	NONV.
BRUTE		
Piercing		
Slashing		
Blunt		
CHEM		
Burn		
Cold		
Corrosive		
BIO		
Asphyxiation		
Nerve		
Toxic		
Hunger		
Thirst		

Source: _____ Persistent Effect: _____

_____ / _____ / _____
Armor Defense

_____ / _____ / _____
Shield Defense

Weapon Name Die Wound Reach Target Hands Weight Critical Effect

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