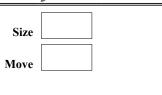
Name	
Player	
Archetype _	
Race	
Nationality	

 Style Points	Experience Points
Health	Damage
	Lethal Nonlethal Burn
Defense	Actíve Passíve

#### **Prímary Attríbutes**

Body Charisma Dexterity Intelligence Willpower Strength

### Secondary Attributes



Initiative	
Stun	
Perception	

#### Skílls

Skill	E	Base	Levels	Rating	(Avg.)
					<u></u>

#### Combat

Weapon	Rating	Size	Attack	(Avg.)	Cond.

#### MPH

Motivation Personality History

## Flaws and Racial Traits

#### Languages

■ Attributes: 15 pts. ■ Size = See race ■ Move = Dexterity + Strength ■ Perception = Intelligence + Willpower ■ Initiative = Dexterity + Intelligence Defense = Body + Dexterity - Size • Health = Body + Willpower + Size • Stun = Body • Skills = 15 pts. ■ Choose 1 Talent ■ Choose 1 Flaw

Talents and Racial Traits

# Equípment

Item	#	Location	Condition

### Description

Age:		
Gender:		
Height:		
Eyes:		
Hair:		
Skin:		

Hístory

# Valuables

# Encumbrance



Medium Load

Heavy Load

Notes