CHARACTER: _____ GENELINE: _____ ROLE: _____ PLAYER: _____

**STRENGTH**

**DEXTERITY**

**SPEED**

**ENDURANCE**

**INTELLIGENCE**

**PERCEPTION**

**CHARISMA**

**DETERMINATION**

**SKILLS**

| Name | Rank | Default | Total |
|---|---|---|---|
| Academics( ) | | Int | |
| Academics( ) | | Int | |
| Academics( ) | | Int | |
| Academics( ) | | Int | |
| Animals | | Det | |
| Athletics | | Str | |
| Awareness | | Per | |
| Deception | | Chr | |
| Empathy | | Per | |
| Expression | | End | |
| Investigation | | Per | |
| Language( ) | | Int | |
| Language( ) | | Int | |
| Language( ) | | Int | |
| Language( ) | | Int | |
| Medicine | | Int | |
| Melee | | Str | |
| Persuasion | | Chr | |
| Projectiles | | Dex | |
| Socializing | | Chr | |
| Stealth | | Spd | |
| Streetwise | | Det | |
| Survival | | End | |
| Thievery | | Dex | |
| Trade( ) | | Dex | |
| Trade( ) | | Dex | |
| Trade( ) | | Dex | |
| Trade( ) | | Dex | |
| Vehicles( ) | | Spd | |
| Vehicles( ) | | Spd | |
| Vehicles( ) | | Spd | |
| Vehicles( ) | | Spd | |

**MOVE**

**DEFENSE**

**WILLPOWER**

**ARMOR**

**HEALTH**

**EDGE**

**ARMS**

| Name | Atk | Dmg | Properties |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

**ARMOR**

| Name | Value | Properties |
|---|---|---|
| | | |
| | | |
| | | |

**GEAR**

Encumbrance ____ / ____

**WOUNDS & CONSEQUENCES**

| Name | Value |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

WOUND TOTAL _____

**TRAITS**

**AMBITIONS & EXPERIENCE**

Exp Total _____ Spent _____ Left _____

Short-Term _____

Short-Term _____

Long-Term _____

Party _____