

Age         Sex           Eyes         Hair           Occupation	Height	Weight	Ethnicity Birthplace Appearance

Stats	Native	Hyper	Total			benchmarks	
Body			d+hd+	wd			
Coordination			d+ hd+	1			
Sense			d+hd+				
Mind			d+hd+	_			
Charm			d+hd+				
Command			d+hd+ d+hd+	-			
			u+nu+	.wu _			
Skills	Native	Hyper	Total Pool		1 .		
			d+hd+wd	11	rchetype		
			d+hd+wd	S	ources _		
			d+hd+wd		-		
			d+hd+wd		ermissions _		
			d+hd+wd		_		
			d+hd+wd		_		
			d+hd+wd		-		
			d+hd+wd	iı	ntrinsics _		
			d+hd+wd		-		
			d+hd+wd		-		
			d+hd+wd				
			d+hd+wd		D	hases of Combat	
			d+hd+wd	1)		From lowest Sense t	o highest
			d+hd+wd	2)			J
			d+hd+wd	3)	) Resolve	Widest roll acts first acts as a tie-breaker.	. 0
			d+hd+wd	Ц		is applied immediate	U
							=
Combat Abilities		Dice Pool	Damage			Qualities	
Base Damage			Width in Shock			0	Ammo
					1 /		Ammo
					1 ,	0	Ammo
		hd+wd hd+wd					Ammo
		ha+wa hd+wd			1 ,	O	
	d+_	na+wa			sprayArea	aPen Range	Ainmo

hit location	Body Chart	LAR/HAR	Health Boxes
10 _	Head		
7-9	Torso		
5-6	Right Arm		
3-4	Left Arm		
2	Right leg		
1 _	Left Leg		
*			
*			
*			
*			

Base	Wil
Charm+C	ommand

Willpower

Power		Dice	
Quality:			
Ouality:			
Onality.			
Onality:			
Onality:			
Cost Per Dice	Willnower Cost	Total Power Cost:	
Power		Dice	
Ouality:			
Ouality:			
Quality:			
Quality:			
Onality.			
Onality.			
Ouality:			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
_			
Power		Dice	
Quality:			
Quanty:			
Quality:			
Quanty:			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
Power		Dice	
Quality:	Willnewer Cost:	Total Power Cost:	
Cost I Cl Dicc.	winpower Cost.	rotal rower Cost.	
Power		Dice	
Ouality:			
Onality.			
Onality.			
Onality.			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
	power cost.	10001100010001.	

Power		Dice	
Quality:			
Ouality:			
Onality.			
Onality:			
Onality:			
Cost Per Dice	Willnower Cost	Total Power Cost:	
Power		Dice	
Ouality:			
Ouality:			
Quality:			
Quality:			
Onality.			
Onality.			
Ouality:			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
_			
Power		Dice	
Quality:			
Quanty:			
Quality:			
Quanty:			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
Power		Dice	
Quality:	Willnewer Cost:	Total Power Cost:	
Cost I Cl Dicc.	winpower Cost.	rotal rower Cost.	
Power		Dice	
Ouality:			
Onality.			
Onality.			
Onality.			
Quality:			
Cost Per Dice:	Willpower Cost:	Total Power Cost:	
	power cost.	10001100010001.	



Loyalties	History	
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Passions	C + 2/4/0	D.
	Contacts 2/4/8	Dice
		_
	Weapons & Equipment	
Point Totals Stats		
Skills Powers		
Will		
Archetype =		
ExperiencePoints	Notes	