

**Name**

**Nationality**

**Rank**

**Archetype**

**Background**

**Characteristic**

**Personal Truths & Scars**

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**Stress**


**Courage**

**Injuries**

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**Armour**

**Languages**

**Fortune**

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING						
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS		Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING		Close Quarters, Handguns, <b>Hand-to-Hand</b> , Heavy Weapons, Melee Weapons, <b>Rifles</b> , Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION		Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE		Fortitude, Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL		Animal Handling, Foraging, <b>Hunting</b> , Mysticism, Orienteering, Tracking
TACTICS		Air Force, <b>Army</b> , Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft



## Equipment of Note


## Weapons

NAME	FOCUS	RANGE	DAMAGE	SALVO	SIZE	QUALITIES

## Biography

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## Talents

NAME	KEYWORDS	EFFECT



# Spells

# Power

NAME	SKILL	DIFFICULTY	COST	DURATION	EFFECT	MOMENTUM