

Name:	Skin Color:
Costume:	Hair Color:
Age:	Eye Color:
Occupation:	Height:
Race:	Build:
Nature:	Gender:

TRAITS, assign one 3, one 5, and one 7 to each column- and distribute-5 pts max

Physical	Social	Mental
Strength	Charisma	Intelligence
Dexterity	Appearance	Curiosity
Stamina	Manipulation	Logic

ABILITIES, assign one 6, one 10, one 14 to each column- and distribute-5 pts max

Athletics	Alertness	Mathematics
Fighting	Intimidation	History
Dodging	Stealth	Occult
Driving	Survival	Linguistics
Sharp Shooter	Flirtation	Concentration
Weapon Skills	Perception	Science

WEAKNESSES, assign 5 points as you see fit

Squeamish	Paranoid	Uncoordinated
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RANDOM

Roll a d10, with each time used, you lose a point

Determination	Cell Phone Battery
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ARMOR and WEAPONS, circle up to 3

Boots	+ 3 Athletics	Wand	+ 2 Occult
Helmet	+ 1 Survival	Sword	+ 3 Weapons Skills
Cape	+ 1 Dodge	Scythe	+ 1 Linguistics
Mask	+ 2 Stealth	Gun	+ 2 Sharp Shooter
Hat	+ 3 Perception	Taser	+ 2 Alertness
Gloves	+ 1 Driving	Hammer	+ 1 History
Jewelry	+ 1 Flirtation	Axe	+ 2 Mathematics
Satchel	+ 3 Science	Staff	+ 3 Concentration
Chainmail	+ 2 Fighting	Chainsaw	+ 3 Intimidation

NATURE

Choose one of these for Nature

Kiss-Ass	Space-Case	Couch Potato
Over-Thinker	Dare Devil	Hyperactive
Goon	Bossy	Superstitious