NAME: Trevor Fink

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3 5	3 3	3 0	3 0
BONUS	BONUS	BONUS	BONUS

CHARACTER RESOURCES

Survival Points	Gestalt Level	Competence Points
25	15	0

Skills

Advancement: 1st 2nd 3rd 4th 5th

Increases from Advancement → SC% Total ↓

BASIC SKILL CHECKS

Skill	Total	Skill	Total
{Balance%}	{36%}	{Hold%}	{33%}
{Brawl%}	{38%}	{Jump/Leap%}	{38%}
{Climb%}	{38%}	{Lift/Pull %}	{38%}
{Composure%}	{33%}	{Resist Pain%}	{33%}
{Dodge%}	{36%}	{Search%}	{36%}
{Endurance%}	{38%}	{Spot/Listen%}	{36%}
{Expression%}	{33%}	{Stealth%}	{36%}
{Grapple%}	{38%}		

TRAINED SKILL CHECKS

Skill	Total	Skill	Total
{Bow%}	{36%}	{Frm.(Long G.)%}	{36%}
{Calm Other%}	{33%}	{Frm.(Pistol)%}	{36%}
{Diplomacy%}	{ * %}	{First Aid%}	{36%}
(S){Barter%}	{33%}	{M. Attack–[Bl]%}	{38%}
(S){Command%}	{33%}	{M. Attack–[Pi]%}	{38%}
(S){Det. Motives%}	{33%}	{M. Attack–[Sl]%}	{38%}
(S){Intimidate%}	{33%}	{Navigation%}	{36%}
(S){Persuade%}	{33%}	{Swim%}	{38%}
{Digi. Systems%}	{36%}	{Throw%}	{36%}

EXPERT SKILL CHECKS

Skill	Total	Skill	Total
{Adv. Medicine%}	{6 %}	{Ride%}	{6 %}
{Cnst./Eng. %}	{6 %}	(S) _____		
(S) _____		%	{Science%}	{6 %}
(S) _____		%	(S) _____		
(S) _____		%	(S) _____		
(S) _____		%	(S) _____		
(S) _____		%	{Survival%}	{6 %}
{Martial Arts%}	{6 %}	(S) _____		
{Pilot%}	{6 %}	(S) _____		
(S) _____		%	(S) _____		
(S) _____		%	{Toughness%}	{6 %}

VITALITY

Health Points

Injuries	Damage Threshold

SB + WB: 6   Bonus: ___

Total = ___ + ___

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms
_____
_____
_____
_____

PSYCHE

Morale ☺   WB + EB: 6 + Bonus ___ = Total ___

Coping mechanisms
_____
_____

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear	+	Long Gun	+
Bludgeon	+	Pistol	+
Piercing	+	Throwing	+
Slashing	+	Martial Arts	+

Athletic Gear	First Aid Kits	Swimming/Diving
+	+	+

Climbing Gear	Medical Gear	Tools
+	+	+

Command App.	Recon. Gear	Value
+	+	+

Firefighting	Survival Kit	Vehicles
+	+	+

Triggered Effects

Triggered Effects Provided by Skill Checks

Name	{Skill Check%}	Cost

Character Traits

ABILITIES

Name	Tier	Special Rule
Animal Handling	3	

DISADVANTAGES

Name	Tier	Special Rule

Equipment

WORN GEAR	Environmental Modifier Reduction	Defense Bonus

Triggered Effects Provided by Equipment

Name: ___ **CU:** ___ **Capacity:** ☐ **Depletion Pts:** ☐☐☐☐☐☐☐

Kit ☐ ☐ ☐

Name	{Skill Check%}	Cost	Effect

Components / Special:

Name: ___ **CU:** ___ **Capacity:** ☐ **Depletion Pts:** ☐☐☐☐☐☐☐

Kit ☐ ☐

Name	{Skill Check%}	Cost	Effect

Components / Special:

Name: ___ **CU:** ___ **Capacity:** ☐ **Depletion Pts:** ☐☐☐☐☐☐☐

Kit ☐

Name	{Skill Check%}	Cost	Effect

Components / Special:

Misc. Equipment: