

ATTRIBUTES

Strength	<div></div>	Damage	<div></div> <div></div> <div></div> <div></div> <div></div>
Agility	<div></div>	Fatigue	<div></div> <div></div> <div></div> <div></div> <div></div>
Wits	<div></div>	Confusion	<div></div> <div></div> <div></div> <div></div> <div></div>
Empathy	<div></div>	Doubt	<div></div> <div></div> <div></div> <div></div> <div></div>

CONDITIONS

Starving	<div></div>	Dehydrated	<div></div>
Sleepless	<div></div>	Hypothermic	<div></div>
Critical injuries:			

ROT POINTS

EXPERIENCE POINTS

Name:

Role:

SKILLS

Endure (Strength)	<div></div>
Force (Strength)	<div></div>
Fight (Strength)	<div></div>
Sneak (Agility)	<div></div>
Move (Agility)	<div></div>
Shoot (Agility)	<div></div>
Scout (Wits)	<div></div>
Comprehend (Wits)	<div></div>
Know the Zone (Wits)	<div></div>
Sense Emotion (Empathy)	<div></div>
Manipulate (Empathy)	<div></div>
Heal (Empathy)	<div></div>
	<div></div>
	<div></div>
	<div></div>

TALENTS

MUTATIONS

MUTATION POINTS

APPEARANCE	
Face:	
Body:	
Clothing:	

GEAR	
1	
2	
3	
4	
5	
6	
7	
8	
ARMOR	Rating

RELATIONSHIPS	
PC 1:	
PC 2:	
PC 3:	
PC 4:	
I hate:	
I need to protect:	
My Big Dream:	

WEAPONS	Bonus	Damage	Range	Special

MY DEN
Description:
Gear stashed:

TINY ITEMS
Bullets: