DESCRIPTION

NAME / ALIASES / IDENTIFYING FEATURES / MANNERISMS

CONSTRAINTS

CONCEPT / HALLMARKS / CONNECTIONS / RISKS

EXCEPTIONS

QUICK REFERENCE

WEAPONS / GEAR / MISCELLANEA

COMPETENCE

Edge | ASSIGNED | UNUSED

NOTES

- ☐ Core
- ☐ Strong
- ☐ Basic
- ☐ Weak
- ☐ Marginal
- ☐ None

STATUS

CONDITIONS

STRESS | TRAUMA

	☐	☐	CURRENT
>	☐	> ☐	±0 MINOR
>	☐	> ☐	±0 MODERATE
>	☐	> ☐	±0 SERIOUS
>	☐	> ☐	−1 SEVERE
>	☐	> ☐	−2 CRITICAL
>	☐	> ☐	MAXIMAL

ACTIONS

- ☐ Move
- ☐ Ready

0 = 1× Move
2 = Fast
3 = Half
6 = Full
6 = 6× Move

MATERIEL

₹ CURRENT | MAXIMUM

ASSIGNED | ALLOWED | EXCESS

☐ Armor — WEAR | HOLD — Shield ☐

	#		#
BELT			1#
			2#
			3#
			4#
			5#
			6#
			7#
			8#
PACK			..
			1#
			..
			2#
			..
			3#
			..
	1/4	1/4	1/4	1/4	4#

TAKE — STOW