

Character Name: \_\_\_\_\_

Occupation: \_\_\_\_\_ Gender: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

**Reflexes** \_\_\_\_\_

Acrobatics \_\_\_\_\_

Brawling \_\_\_\_\_

Climbing \_\_\_\_\_

Contortion \_\_\_\_\_

Dodge \_\_\_\_\_

Flying \_\_\_\_\_

Jumping \_\_\_\_\_

Melee combat \_\_\_\_\_

Riding \_\_\_\_\_

Sneak \_\_\_\_\_

**Presence** \_\_\_\_\_

Animal handling \_\_\_\_\_

Charm \_\_\_\_\_

Command \_\_\_\_\_

Con \_\_\_\_\_

Disguise \_\_\_\_\_

Intimidation \_\_\_\_\_

Persuasion \_\_\_\_\_

Willpower \_\_\_\_\_

Advantages: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Disadvantages: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Special Abilities: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Equipment: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Wound Level

Stunned

Wounded

Severely Wounded

Incapacitated

Mortally Wounded

Dead

**Coordination** \_\_\_\_\_

Lockpicking \_\_\_\_\_

Marksmanship \_\_\_\_\_

Missile weapons \_\_\_\_\_

Piloting \_\_\_\_\_

Sleight of hand \_\_\_\_\_

Throwing \_\_\_\_\_

**Physique** \_\_\_\_\_

Lifting \_\_\_\_\_

Running \_\_\_\_\_

Stamina \_\_\_\_\_

Swimming \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Strength Damage \_\_\_\_\_

Fate Points \_\_\_\_\_

Character Points \_\_\_\_\_

Funds \_\_\_\_\_

Move \_\_\_\_\_

**Knowledge** \_\_\_\_\_

Business \_\_\_\_\_

Demolition \_\_\_\_\_

Forgery \_\_\_\_\_

Languages \_\_\_\_\_

Medicine \_\_\_\_\_

Navigation \_\_\_\_\_

Scholar \_\_\_\_\_

Security \_\_\_\_\_

Tech \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Percepton** \_\_\_\_\_

Artist \_\_\_\_\_

Gambling \_\_\_\_\_

Hide \_\_\_\_\_

Investigation \_\_\_\_\_

Know-how \_\_\_\_\_

Repair \_\_\_\_\_

Search \_\_\_\_\_

Streetwise \_\_\_\_\_

Survival \_\_\_\_\_

Tracking \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_