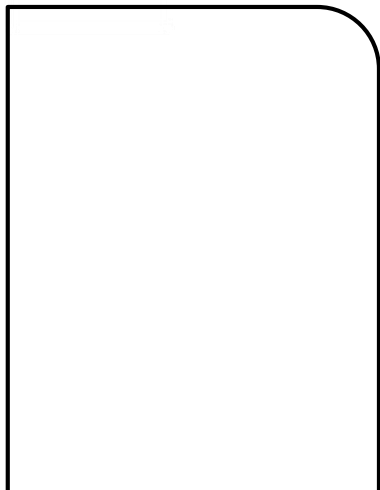




# BASIC CHARACTER RECORD



## CHARACTER NOTES

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## CHARACTER

Character Name _____	Description _____
Player _____	_____
Trade _____	_____
Race _____	Money _____
Chronicle _____	Cinema Points _____
Gender _____	Hit Points _____ / _____
Age _____ Height _____ Weight _____	Move _____

## FEATURES

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## EQUIPMENT

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## WEAPONS

Weapon	Range (S/M/L)	Damage (S/M/L)	Control (S/M/L)	Ammo
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____
_____	_____	_____	/ /	_____

## ATTRIBUTES & SKILLS

**Dexterity** \_\_\_\_\_

**Initiative** \_\_\_\_\_

Athletics \_\_\_\_\_

Brawl \_\_\_\_\_

Dodge \_\_\_\_\_

Heavy Weapons \_\_\_\_\_

Melee \_\_\_\_\_

Pick Pocket \_\_\_\_\_

Ranged \_\_\_\_\_

Riding \_\_\_\_\_

Sneak \_\_\_\_\_

Throw \_\_\_\_\_

**Strength** \_\_\_\_\_

**Vitality** \_\_\_\_\_

Climb \_\_\_\_\_

Jump \_\_\_\_\_

Lift \_\_\_\_\_

Grapple \_\_\_\_\_

Push-Pull \_\_\_\_\_

Stamina \_\_\_\_\_

Swim \_\_\_\_\_

**Persona** \_\_\_\_\_

Artisan \_\_\_\_\_

Command \_\_\_\_\_

Deception \_\_\_\_\_

Empathy \_\_\_\_\_

Gambling \_\_\_\_\_

Intimidation \_\_\_\_\_

Languages \_\_\_\_\_

Persuasion \_\_\_\_\_

Willpower \_\_\_\_\_

**Intellect** \_\_\_\_\_

Academics \_\_\_\_\_

Business \_\_\_\_\_

Culture \_\_\_\_\_

Law \_\_\_\_\_

Medicine \_\_\_\_\_

Politics \_\_\_\_\_

Search \_\_\_\_\_

Streetwise \_\_\_\_\_

Survival \_\_\_\_\_

Tactics \_\_\_\_\_

**Aptitude** \_\_\_\_\_

Communication \_\_\_\_\_

Demolitions \_\_\_\_\_

Engineering \_\_\_\_\_

First Aid \_\_\_\_\_

Navigation \_\_\_\_\_

Operate \_\_\_\_\_

Piloting \_\_\_\_\_

Security \_\_\_\_\_

Vehicle Weapons \_\_\_\_\_

Quick Creation: Pick 10 Points in Attributes, 7 Points in Skills, Hit Points = 12 x Str, Move = Str +3, Initiative = Dex + Int / 2, Vitality = Str, 7 Cinema Points  
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