

* Offense

* +
SPIN OFFENSE BONUS
 Range: Action Cost:
PRIMARY: SPECIAL: OTHER:
 Etc:

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Temporary Bonuses / Penalties / Effects

* Move

*Base 5 *Fast *Strong *
BONUS BONUS
 Movement Specials

MAIN CHARACTER

Name:
 Summary:
 Appearance:
 LEVEL

* Primaries

Strong Fast Smart Hard

o Crew Ambitions

* Value:
 * SP Value:
 * SP Value:

Character Ambitions

* Background

* Show

* Defense

*Dodge *Grit *Parry
(FAST) (HARD) (STRONG)
 * *
ARMOR SHIELD
 * *
BLOCK SPECIAL

Offense Taken

*Merk

* Major Skills

Bushcraft									
Medicine									
Metalworking									
Stealth									
Worldliness									

* Languages

*				*			
*				*			
*				*			
*				*			

*Specials

* SP:

Aesthetic:

Summary:

Effect:

Modifiers:

Lined writing area for special details.

*Special Points			
Total SP	*Levels	*Smart BONUS	—
	*Tha Golden Domez		—
Unused SP	*Key's CHOICE	*Crew AMBITIONS	—

*Items & Assets

Lined writing area for items and assets.

*Cash

Lined writing area for cash.

*Contacts & Affiliations

Lined writing area for contacts and affiliations.

