Necessary Evil

Name				Age	
Race		Hair		Eyes	
Setting				Weight	
Player				Height	

XP	Rank	Attrib?	PP?
	Novice (0-20)		
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes

Agility *	
Smarts	
Spirit	
Strength *	
Vigor	

Wounds

-1	-2	-3	INC
	-1	-2	

Fatigue

*Encumbrance Penalty

-1	-2	-3	
Load Limit			
Max Weight			

	Total	Base	Mods
Pace (Base 6")			
Parry (2+half Fighting)			
Toughness (2+half Vigor)			
Charisma			

Skills

Boating (A) *	
Climbing (ST) *	
Driving (A) *	
Fighting (A) *	
Gambling (SM)	
Guts (SP)	
Healing (SM)	
Intimidation (SP)	
Investigation (SM)	
Knowledge (SM)	
Lockpicking (A) *	
Notice (SM)	
Persuasion (SP)	
Piloting (A)	
Repair (SM)	
Riding (A) *	
Shooting (A)	
Stealth (A) *	
Streetwise (SM)	
Survival (SM)	
Swimming (A) *	
Taunt (SM)	
Throwing (A) *	
Tracking (SM)	

Hindrances	Effect

Edges	Effect

Powers	Effect
Power Points	

Weapon	Range	Damage	ROF	Shots	Min Str	Notes

Armor Type	Armor	Notes

Money

Equipment Carried

Item	Weight