CHARACTER: _____ PLAYER: _____
MAJOR PATH: _____ LONG-TERM GOAL: _____
MINOR PATH: _____ SHORT-TERM GOAL: _____
MINOR PATH: _____ SHORT-TERM GOAL: _____
CONCEPT: _____

SKILLS

Artistry	○○○○○
Athletics	○○○○○
Close Combat	○○○○○
Culture	○○○○○
Empathy	○○○○○
Enigmas	○○○○○
Esoterica	○○○○○
Larceny	○○○○○
Leadership	○○○○○
Medicine	○○○○○
Persuasion	○○○○○
Pilot	○○○○○
Ranged Combat	○○○○○
Science	○○○○○
Survival	○○○○○
Technology	○○○○○

EDGES

	○○○
	○○○
	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

CONTACTS

	○○○
	○○○
	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

PATH/TEMPLATE BENEFITS

BONDS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

ATTRIBUTES

MENTAL

Intellect	○○○○○
Cunning	○○○○○
Resolve	○○○○○

PHYSICAL

Might	○○○○○
Dexterity	○○○○○
Stamina	○○○○○

SOCIAL

Presence	○○○○○
Manipulation	○○○○○
Composure	○○○○○

INJURIES

Armor:	○○○ □□□
Bloodied *(+1d)*:	□□
Wounded *(+2d)*:	□□
Maimed: *(+2d; +2d/+2e if Aggravate)*	□□
Near Death *(+3d/+2e)*:	□
Taken Out:	□

[TYPE HERE]

○○○○○ ○○○○○
□□□□□ □□□□□

Defense: _____ Integrity: _____
Momentum: _____ Movement: _____
Initiative: _____ Experience: _____

GEAR

ITEM	TAG	TAG	TAG	TAG

NOTES

1 dot in each Attribute · Major Path: 6 Skill dots, 10 Attribute dots, 3 NPC Contact dots, 2 PC Bond dots · Minor Path (do this twice): 3 Skill dots, 4 Attribute dots, 1 NPC Contact dots, 1 PC Bond dot
4 Skill dots and 5 Edge dots freely assigned · Defense 1 · Integrity 1 · Initiative: higher of either Athletics + Cunning or Empathy + Dexterity · Movement is Athletics + Might or Athletics + Dexterity