

MARS

A Savage Setting of Planetary Romance

Name: _____

Race: _____

ATTRIBUTES

- d__ Agility
- d__ Smarts
- d__ Spirit
- d__ Strength
- d__ Vigor

DERIVED STATS

	BASE	MODIFIER
Charisma <small>(0+edges/hindrances)</small>	_____	_____
Pace <small>(6" average)</small>	_____	_____
Parry <small>(2+½ Fighting)</small>	_____	_____
Toughness <small>(2+½ Vigor)</small>	_____	_____

HINDRANCES

EDGES

SKILLS

- d__ Arcane: _____
- d__ Boating
- d__ Climbing
- d__ Driving
- d__ Fighting
- d__ Gambling
- d__ Guts
- d__ Healing
- d__ Intimidation
- d__ Investigation
- d__ Knowledge: _____
- d__ Knowledge: _____
- d__ Knowledge: _____
- d__ Lockpicking
- d__ Notice
- d__ Persuasion
- d__ Piloting
- d__ Repair
- d__ Riding
- d__ Shooting
- d__ Stealth
- d__ Streetwise
- d__ Survival
- d__ Swimming
- d__ Taunt
- d__ Throwing
- d__ Tracking

HEALTH

Wounds:

-1 -2 -3 Inc.

Fatigue:

-2 -1

POWERS

POWER	COST	RANGE	EFFECT	DURATION
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

GEAR

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ARMOR	AREA PROTECTED	PROTECTION	WEIGHT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____