

# THRILLING TALES

CHARACTER NAME \_\_\_\_\_

## ATTRIBUTES

- d\_\_ Agility
- d\_\_ Smarts
- d\_\_ Spirit
- d\_\_ Strength
- d\_\_ Vigor

## DERIVED STATISTICS

BASE      MODIFIER

- Charisma \_\_\_\_\_  
(0+edges/hindrances)
- Pace \_\_\_\_\_  
(6" average)
- Parry \_\_\_\_\_  
(2+1/2 Fighting)
- Toughness \_\_\_\_\_  
(2+1/2 Vigor)

## 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

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____