



Name	Nationality	Rank
Archetype	Background	Characteristic

Personal Truths & Scars

Languages

Injuries

Stress

Armor

Courage

Fortune

Attribute

Agility

Brawn

Coordination

Insight

Reason

Will

Rating

Bonus

melee

ranged

magical/mental

Skill

Rating

Focus

Academia

- Art Cryptography Finance History Linguistics Occultism Science

Athletics

- Climbing Swimming Running Physical Training Throwing Lifting

Engineering

- Architecture Combat Engineering Electronics Explosives
 Mechanical Engineering

Fighting

- Hand-to-Hand Melee weapons Hangars Close Quarters Rifles Heavy Weapons
 Threat Awareness Exotic

Medicine

- First Aid Infectious Diseases Pharmacology Psychiatry Surgery Toxicology

Observation

- Hearing Instincts Sight Smell and Taste

Persuasion

- Charm Innuendo Intimidation Negotiation Rhetoric Deceive Invocation

Resilience

- Fortitude Discipline Immunity

Stealth

- Disguise Camouflage Urban Stealth Rural Stealth

Survival

- Animal Handling Foraging Hunting Mysticism Orienteering Tracking

Tactics

- Air Force Army Covert Operations Leadership Navy Technical Project

Vehicles

- Cars Motorcycles Heavy Vehicles Tanks Aircraft Watercraft

Weapon

Focus

Range

Stress

Salvo

Size

Qualities

Major Items

XP

Carrying capacity

	Minor	Major
Base	3	1
Brawn bonus		

1 major ↔ 3 minor

Spellcaster

Type		Power	
Attribute			

Minor Items

Talents & Spells

Trivial Items

Contacts

Biography