



AGILITY

- Agility Feat ○○○○○○
- Athletics ○○○○○○
- Armed Fighting ○○○○○○
- Criminal ○○○○○○
- Dodge ○○○○○○
- Fighting ○○○○○○
- Pilot ○○○○○○
- Stealth ○○○○○○
- Thrown Weapons ○○○○○○



INTELLECT

- Intellect Feat ○○○○○○
- R* Archonotechnician ○○○○○○
- R* Archanotech Engineering ○○○○○○
- * Armourer ○○○○○○
- Bureaucracy ○○○○○○
- Business ○○○○○○
- * Communications ○○○○○○
- * Computers ○○○○○○
- Culture ○○○○○○
- * Demolitions ○○○○○○
- Education ○○○○○○
- R* Engineering ○○○○○○
- History ○○○○○○
- * Larceny ○○○○○○
- Law Enforcement ○○○○○○
- Literacy ○○○○○○
- R* Medicine ○○○○○○
- * Munitions ○○○○○○
- * Occult ○○○○○○
- Research ○○○○○○
- Savoir-Faire ○○○○○○
- R* Science (Earth) ○○○○○○
- R* Science (Life) ○○○○○○
- R* Science (Physical) ○○○○○○
- * Security ○○○○○○
- Streetwise ○○○○○○
- Surveillance ○○○○○○
- * Technician ○○○○○○



PERCEPTION

- Perception Feat ○○○○○○
- * Appraisal ○○○○○○
- Artist ○○○○○○
- Observation ○○○○○○
- Marksmen ○○○○○○
- Support Weapons ○○○○○○



PRESENCE

- Presence Feat ○○○○○○
- Intimidate ○○○○○○
- Misdirect ○○○○○○
- Performance ○○○○○○
- Persuade ○○○○○○
- Seduction ○○○○○○



STRENGTH

- Strength Feat ○○○○○○



TENACITY

- Tenacity Feat ○○○○○○
- Survival ○○○○○○

MISC

- _____ ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○
- _____ ○○○○○○

Hobbies, Languages, etc.

SPECIALIZATIONS

- _____ ○○○
- _____ ○○○
- _____ ○○○
- _____ ○○○

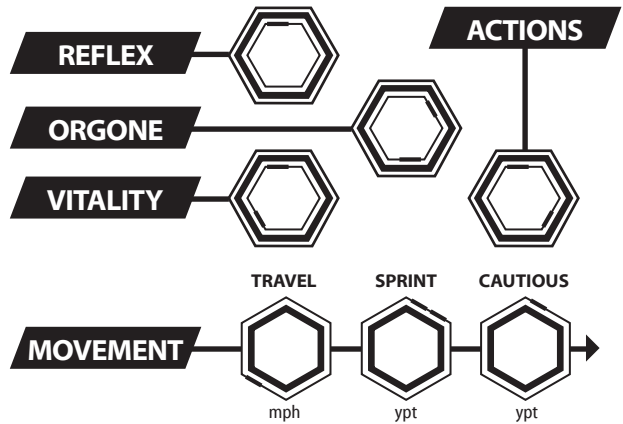
- ▲ Combat Skill
- * Professional Skill
- R Has Requirements

G/HULHU

CHARACTER SHEET

by voidstate - more roleplaying stuff at www.voidstate.com

SECONDARY ATTRIBUTES



DRAMA POINTS

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

EXPERIENCE



HEALTH

FLESH

LIGHT

-1 Test Penalty

MODERATE

-3 Test Penalty
Half Move / Max 2 Actions
Half Armour

SERIOUS

-6 Test Penalty
Crawl Only / Max 1 Action
Armour Destroyed

DEATH'S DOOR

Unconscious
Dying & Possibly in Coma

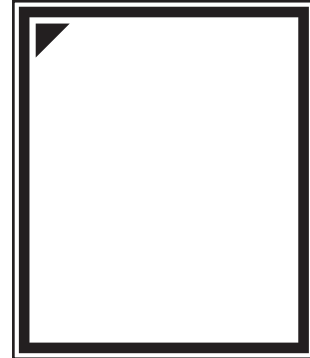
Black out all but Vitality hexes in each block.

		Name/Callsign	
		Profession	Race
		Allegiance	Place of Birth
Virtue	Flaw	Sex	Age

Distinguishing Features

QUALITIES

- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____
- ⊕ _____



Portrait

INSANITY

Points/ Penalty	Disorders
0	_____
0	_____
-1	_____
-1	_____
-2	_____
-2	_____
-4	_____
-4	_____
!	_____

⊕ Asset ⊖ Drawback

SPECIAL ABILITIES

COMBAT

WEAPON	DMG	SHTS	RNDS	CAL	RNG	DMG BONUS
_____	_____	_____	_____	_____	_____	/ /
_____	_____	_____	_____	_____	_____	/ /
_____	_____	_____	_____	_____	_____	/ /
_____	_____	_____	_____	_____	_____	/ /
_____	_____	_____	_____	_____	_____	+2 - -2

ARMOUR

PROT

/

Trauma
Projectile



