

NAME CONCEPT

DESCRIPTION

Attributes

AGILITY: ALERTNESS:
STRENGTH: INTELLIGENCE:
VITALITY: WILLPOWER:

Derived Attributes

INITIATIVE:
ENDURANCE:
LIFE POINTS:
RESISTANCE:

Action Difficulty

Action	Diff/Extraordinary
Easy	3 / 10
Average	7 / 14
Hard	11 / 18
Formidable	15 / 22
Heroic	19 / 26
Incredible	23 / 30
Ridiculous	27 / 34
Impossible	31 / 38

Advancement Points

Point Type	AP Cost
1 Attribute Step	16
1 Trait Step	14
1 Skill Step	6

Weapons

TYPE: DAMAGE:
RANGE: AMMO:
TYPE: DAMAGE:
RANGE: AMMO:

Armor

TYPE: COVERS:
RATING: PENALTY:

Stun

Wound

Shock Points

SUPERNATURAL

Role Playing Game

General and Specialty Skills

ANIMALS <input type="checkbox"/>	INFLUENCE <input type="checkbox"/>	RANGED WEAPONS <input type="checkbox"/>
ARTISTRY <input type="checkbox"/>	KNOWLEDGE <input type="checkbox"/>	SCIENCE* <input type="checkbox"/>
ATHLETICS <input type="checkbox"/>	LORE <input type="checkbox"/>	SURVIVAL <input type="checkbox"/>
COVERT <input type="checkbox"/>	MECHANIC* <input type="checkbox"/>	TECH* <input type="checkbox"/>
CRAFT <input type="checkbox"/>	MEDICINE* <input type="checkbox"/>	UNARMED COMBAT <input type="checkbox"/>
DISCIPLINE <input type="checkbox"/>	MELEE WEAPONS <input type="checkbox"/>	
DRIVE <input type="checkbox"/>	PERCEPTION <input type="checkbox"/>	
GUNS <input type="checkbox"/>	PERFORMANCE <input type="checkbox"/>	
HEAVY WEAPONS <input type="checkbox"/>	PILOT* <input type="checkbox"/>	

Assets

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

Complications

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

Gear

History

Plot Points and Die Steps

Current
Plot Points

1

d2

2

d4

3

d6

4

d8

5

d10

6

d12

7

d12+d2

8

d12+d4

9

d12+d6

10

d12+d8

11

d12+d10

12

d12+d12