

# DESOLATION

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 Race \_\_\_\_\_  
 Nationality \_\_\_\_\_

## Primary Attributes

Body  Charisma   
 Dexterity  Intelligence   
 Strength  Willpower

## Secondary Attributes

Size  Initiative   
 Move  Stun   
 Perception

## Skills

Skill	Base	Levels	Rating	(Avg.)

## Combat

Weapon	Rating	Size	Attack	(Avg.)	Cond.

Armor	Def.	Str.	Dex.	Condition

## MPH

Motivation \_\_\_\_\_  
 Personality \_\_\_\_\_  
 History \_\_\_\_\_

## Style Points

## Experience Points

## Health

## Damage

Lethal	Nonlethal	Burn
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## Defense

## Active

## Passive

## Talents and Racial Traits

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## Flaws and Racial Traits

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- Attributes: 15 pts. ■ Size = See race ■ Move = Dexterity + Strength
- Perception = Intelligence + Willpower ■ Initiative = Dexterity + Intelligence
- Defense = Body + Dexterity - Size
- Health = Body + Willpower + Size ■ Stun = Body ■ Skills = 15 pts.
- Choose 1 Talent ■ Choose 1 Flaw

