

DESOLATION

Name _____
 Player _____
 Archetype _____
 Race _____
 Nationality _____

Primary Attributes

Body	<input type="text"/>	Charisma	<input type="text"/>
Dexterity	<input type="text"/>	Intelligence	<input type="text"/>
Strength	<input type="text"/>	Willpower	<input type="text"/>

Secondary Attributes

Size	<input type="text"/>	Initiative	<input type="text"/>
Move	<input type="text"/>	Stun	<input type="text"/>
		Perception	<input type="text"/>

Skills

Skill	Base	Levels	Rating	(Avg.)

Combat

Weapon	Rating	Size	Attack	(Avg.)	Cond.

Armor	Def.	Str.	Dex.	Condition

MPH

Motivation _____
Personality _____
History _____

<i>Style Points</i>	<i>Experience Points</i>
<input type="text"/>	<input type="text"/>
<i>Health</i>	<i>Damage</i>
<input type="text"/>	<input type="text" value="Lethal"/> <input type="text" value="Nonlethal"/> <input type="text" value="Burn"/>
<i>Defense</i>	<i>Active</i> <i>Passive</i>
<input type="text"/>	<input type="text"/> <input type="text"/>

Talents and Racial Traits

Flaws and Racial Traits

Languages

■ 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

Equipment

Item	#	Location	Condition

Description

Age: _____
Gender: _____
Height: _____
Eyes: _____
Hair: _____
Skin: _____

History

Valuables

Encumbrance

Light Load

Medium Load

Heavy Load

Notes
