

Wild Talents

Name/Alias _____

Age _____ Sex _____ Nationality _____

Physical Description _____

Education _____

Occupation _____

Base Will _____

Loyalty: _____

Passion: _____

Willpower

Body

Lift: _____

Throw 10 yds: _____

Sprint: _____

Jump: _____

Extras and Flaws: _____

Coordination

Extras/Flaws: _____

Sense

Extras/Flaws: _____

Mind

Extras/Flaws: _____

Charm

Extras/Flaws: _____

Command

Extras/Flaws: _____

Body Skills

Athletics _____

Block _____

Brawling _____

Endurance _____

Weapon [Type] _____

Coordination Skills

Dodge _____

Driving [Type] _____

Lockpicking _____

Stealth _____

Weapon _____

Sense Skills

Empathy _____

Perception _____

Scrutiny _____

Mind Skills

First Aid _____

Knowledge [Type] _____

Language [Type] _____

Medicine _____

Navigation _____

Research _____

Security Systems _____

Streetwise _____

Survival _____

Tactics _____

Charm Skills

Lie _____

Perform [Type] _____

Persuasion _____

Command Skills

Interrogation _____

Intimidation _____

Leadership _____

Stability _____

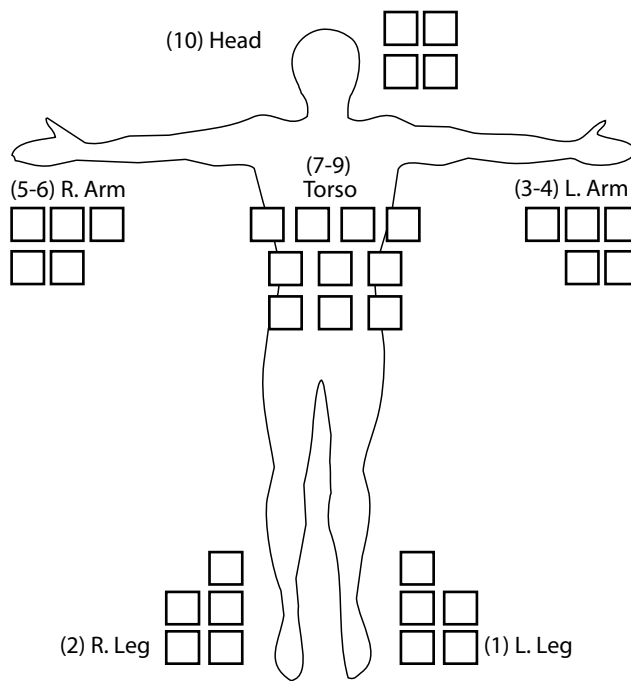
Other Skills

Experience Points

Disadvantages and Notes

Armor	LAR	HAR	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hit Locations and Wound Boxes



Weapons	Damage	Qualities	Range	Ammo	Notes
_____	_____	Spray _____ Pen. _____ Area _____	_____	_____	_____
_____	_____	Spray _____ Pen. _____ Area _____	_____	_____	_____
_____	_____	Spray _____ Pen. _____ Area _____	_____	_____	_____
_____	_____	Spray _____ Pen. _____ Area _____	_____	_____	_____

Other Equipment

Contacts and History

Wild Talents

Archetype _____ **Source** _____ **Cost** _____

Intrinsics _____

Permissions _____

Power Description and Dice: _____	Cost Per Die _____	Total Cost _____

Quality, Extras, Flaws, and Cost: _____		
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