

# 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

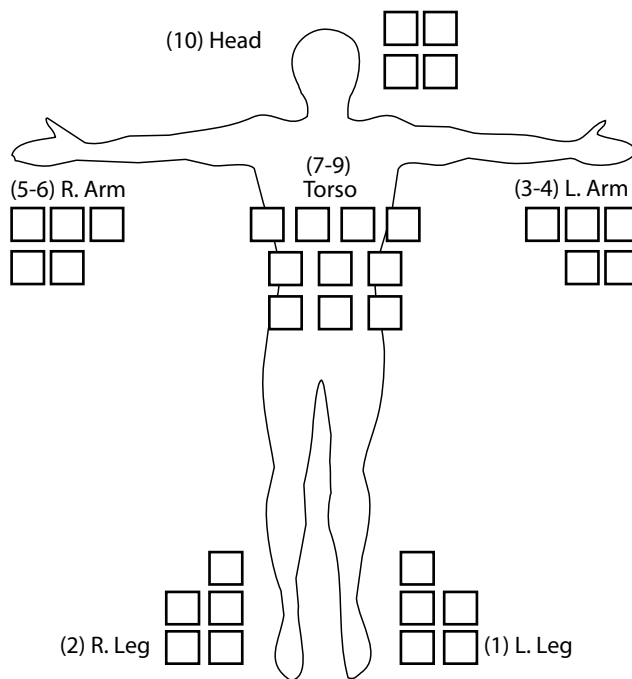
Armor	LAR	HAR	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

## Other Equipment

# Wild Talents

## Hit Locations and Wound Boxes



## Contacts and History

**Archetype** \_\_\_\_\_ **Source** \_\_\_\_\_ **Cost** \_\_\_\_\_

Intrinsics \_\_\_\_\_  
\_\_\_\_\_

Permissions \_\_\_\_\_  
\_\_\_\_\_

**Power Description and Dice:** \_\_\_\_\_ **Cost Per Die** \_\_\_\_\_ **Total Cost** \_\_\_\_\_

**Quality, Extras, Flaws, and Cost:** \_\_\_\_\_

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