

Rank, Name & Alias: _____
 Sex: _____ Nationality: _____ Ht: _____ Wt: _____
 Age: _____ Date of Birth: _____ Date of Manifestation: _____
 Birthplace: _____ Religion: _____
 Motivations: _____
 Education & Occupation: _____

APPEARANCE & PERSONALITY

Brains: _____ **Body:** _____
Command: _____ **Coordination:** _____
Cool: _____ **Sense:** _____
Base Will: _____ **Current Will:** _____

Skills	Skill Dice	Dice Pool		Skill Dice	Dice Pool		Skill Dice	Dice Pool
Anti-Tank Rocket (Coord.)	_____	_____	Knife-Fighting (Body)	_____	_____	Running (Body)	_____	_____
Athletics (Body)	_____	_____	Leadership (Command)	_____	_____	Sailing (Coord.)	_____	_____
Bluff (Cool)	_____	_____	Lie (Cool)	_____	_____	Type:	_____	_____
Brawling (Body)	_____	_____	Machine Gun (Coord.)	_____	_____	Seduction	_____	_____
Climb (Body)	_____	_____	Map Reading (Brains)	_____	_____	(Command)	_____	_____
Cryptography (Brains)	_____	_____	Mechanics (Brains)	_____	_____	Sight (Sense)	_____	_____
Dodge (Coord.)	_____	_____	Type:	_____	_____	Smell (Sense)	_____	_____
Driving (Coord.)	_____	_____	Medicine (Brains)	_____	_____	Stealth (Coord.)	_____	_____
Type:	_____	_____	Mental Stability (Cool)	_____	_____	Submachine Gun	_____	_____
Education (Brains)	_____	_____	Mortar (Brains)	_____	_____	(Coord.)	_____	_____
Electronics (Brains)	_____	_____	Navigation (Brains)	_____	_____	Survival (Brains)	_____	_____
Endurance (Body)	_____	_____	Land	_____	_____	Swimming (Body)	_____	_____
Explosives (Brains)	_____	_____	Sea/Air	_____	_____	Tactics (Brains)	_____	_____
First Aid (Brains)	_____	_____	Parachuting (Coord.)	_____	_____	Taste (Sense)	_____	_____
Flamethrower (Coord.)	_____	_____	Perform (Command)	_____	_____	Touch (Sense)	_____	_____
Fwd. Observer (Sense)	_____	_____	Type:	_____	_____	Throwing (Body)	_____	_____
Grenade (Coord.)	_____	_____	Pilot (Coord.)	_____	_____	Languages & Other Skills:	_____	_____
Hearing (Sense)	_____	_____	Type:	_____	_____	_____	_____	_____
Health (Body)	_____	_____	Pistol (Coord.)	_____	_____	_____	_____	_____
Inspire (Command)	_____	_____	Radio Operation (Brains)	_____	_____	_____	_____	_____
Intimidation (Command)	_____	_____	Rifle (Coord.)	_____	_____	_____	_____	_____

Talents	Dice	Hard	Wiggle	Spent	Power Qualities, Description & Notes
_____	_____	• _____	• _____	/ _____	_____
_____	_____	• _____	• _____	/ _____	_____
_____	_____	• _____	• _____	/ _____	_____
_____	_____	• _____	• _____	/ _____	_____
_____	_____	• _____	• _____	/ _____	_____
_____	_____	• _____	• _____	/ _____	_____

Spending and Losing Will

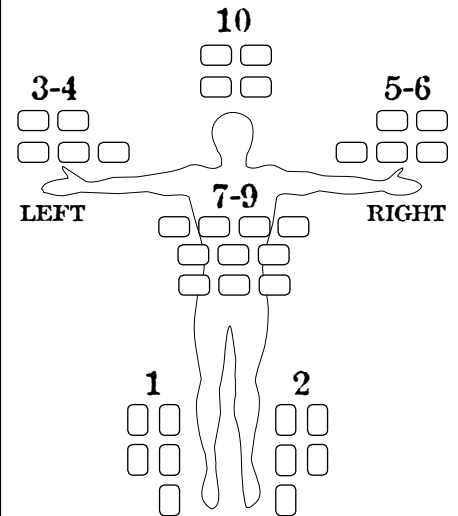
1 Bid to activate a Talent *half* Personal tragedy
varies..... Try to save someone with your Talent power and fail *half* Defeated by a Talent
varies..... Improve a stat, skill, or power during a crisis *half* Battle Fatigue, collapse
all Battle Fatigue, fight on

Gaining Will

1 Get a good night's sleep, if Current Will < Base Will 1 Win a Contest of Wills
varies..... Roll Height 10 on regular dice with a Talent power *varies*..... Defeat a Talent
1 Important achievement *varies*..... Save someone's life using your Talent power

BACKGROUND & NOTES

WOUNDS



WEAPON Dice Pool Spray Pen. Area Range (Close / Max) Killing Damage + Shock Damage
 _____ _____ _____ • _____ • _____ _____ / _____ _____ + _____
 Ammo Capacity: _____ Ammo Spent: _____

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 _____ _____ _____ • _____ • _____ _____ / _____ _____ + _____
 Ammo Capacity: _____ Ammo Spent: _____

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EQUIPMENT