

NAME PLAYER

| ATTRIBUTES | 5 | 8 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | WOUNDS | |
|------------------|-------------------------|----|----|-------------------|----|----|----|----|----|----|--------|---|
| Strength | █ -1 0 +1 +2 +3 | | | | | | +4 | 20 | ○ | | | |
| Agility | █ | | | | | | | | | | 19 | ○ |
| Perception | █ | | | | | | | | | | 18 | ○ |
| Influence | █ | | | | | | | | | | 17 | ○ |
| Medicine | █ | | | | | | | | | | 16 | ○ |
| Tech | █ | | | | | | | | | | 15 | ○ |
| | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 14 | ○ |
| Stealth | █ | | | / / / / / | | | | | | | 13 | ○ |
| Melee | █ | | | / / / / / | | | | | | | 12 | ○ |
| Ranged | █ | | | / / / / / Y Y Y Y | | | | | | | 11 | ○ |
| | 4 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 10 | ○ |
| Toughness | █ | | | / / / / / Y Y X X | | | | | | | 9 | ○ |

| BACKGROUND | 7 | 8 |
|------------|---|---|
| | 7 | ○ |
| | 6 | ○ |
| | 5 | ○ |
| | 4 | ○ |
| | 3 | ○ |

| ARMOR | Cover. | Prot. | 2 | 3 |
|-------|--------|-------|---|---|
| | | | 2 | ○ |
| | | | 1 | ○ |

| WEAPON | Attack | Defense | Damage | Notes |
|--------|--------|---------|--------|-------|
| | | | | |
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