

CREDITS	
INCOME	
CONCEPT	

WILD DICE



STATS	BASE	MOD	TOTAL
TOUGHNESS 2 + 1/2 Vigor			
PARRY 2 + 1/2 Fighting			
CHARISMA			
PACE			
RUNNING -2 penalty on actions		+ 	

PROTECTION AND ARMOR		MOD
TORSO		
HEAD		
ARMS		
LEGS		

MELEE WEAPONS	DMG	AP	NOTES

HEALTH

WOUNDS

-1 -2 -3

INC

FATIGUE

-3 -2 -1

INJURIES

XP

ADVANCES

NOVICE

○○○○□ 5
○○○○□ 10
○○○○□ 15
○○○○

SEASONED

□ 20
○○○○□ 25
○○○○□ 30
○○○○□ 35
○○○○

VETERAN

□ 40
○○○○□ 45
○○○○□ 50
○○○○□ 55
○○○○

HEROIC

□ 60
○○○○□ 65
○○○○□ 70
○○○○□ 75
○○○○

LEGENDARY

□ 80
○○○○○□ 90
○○○○○□ 100
○○○○○□ 110
○○○○○□ 120

□=ADVANCE

EDGES

HINDRANCES

STREET CRED

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NOTES

TEMP MOD PERM MOD MAX

CHARACTER NOTES

LANGUAGES

AUGMENTS AND CYBERWARE

STRAIN

STRAIN LIMIT
Vigor

TOTAL STRAIN

CONTACTS

INTERFACE
ZERO^{2.0}

VEHICLES

ACC TOP SPEED TOUGH CREW FIRE-WALL WOUNDS

WEAPON SYSTEMS

RANGE SHORT MED. LONG DMG RoF SHOTS AP AMMO

NOTES

MODS

MODS

GOLEMMECH

CHASSIS PACE RUN STR TOUGH CREW FIRE-WALL

WEAPON SYSTEMS

RANGE SHORT MED. LONG DMG RoF SHOTS AP AMMO NOTES

MODS

WOUNDS -1 0 -2 0 -3 0 WRECKED 0 # MOD SLOTS

DRONES

CTRL SLOTS PACE CLIMB PARRY TOUGH SIZE FIRE-WALL

WEAPON SYSTEMS

RANGE SHORT MED. LONG DMG RoF SHOTS AP AMMO NOTES

AGI SMA SPI STR VIG

ABILITIES

AGI SMA SPI STR VIG

ABILITIES