

**Character Name** \_\_\_\_\_

**Stunt points** \_\_\_\_\_  
**Domph** \_\_\_\_\_  
**Hurt points** \_\_\_\_\_  
**Size** \_\_\_\_\_

**Player Name** \_\_\_\_\_  
**CP total** \_\_\_\_\_  
**Experience** \_\_\_\_\_

**Tagline:** \_\_\_\_\_  
**Appearance:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**Personality:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Traits

**Social**

**Appearance** \_\_\_\_\_  
**Artist:** \_\_\_\_\_  
**Performer** \_\_\_\_\_  
**Persuasion** \_\_\_\_\_  
**Psychology** \_\_\_\_\_  
**Streetwise** \_\_\_\_\_  
**Writing** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Physical**

**Armed Combat** \_\_\_\_\_  
**Armour** \_\_\_\_\_  
**Athletics** \_\_\_\_\_  
**Body** \_\_\_\_\_  
**Coordination** \_\_\_\_\_  
**Piloting** \_\_\_\_\_  
**Ranged Combat** \_\_\_\_\_  
**Speed** \_\_\_\_\_  
**Stealth** \_\_\_\_\_  
**Unarmed Combat** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Mental**

**Computers** \_\_\_\_\_  
**Demolitions** \_\_\_\_\_  
**Detective** \_\_\_\_\_  
**Disguise** \_\_\_\_\_  
**Inventor** \_\_\_\_\_  
**Knowledge:** \_\_\_\_\_  
**Medical** \_\_\_\_\_  
**Perception** \_\_\_\_\_  
**Repair** \_\_\_\_\_  
**Science** \_\_\_\_\_  
**Survival** \_\_\_\_\_  
**Willpower** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Story Hooks**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Special Abilities

<b>TSA: Alternate form:</b> _____	<b>Size:</b> _____
<b>Travel modes:</b> _____	<b>VDM:</b> _____
_____	_____
_____	_____
_____	_____

## Notes

\_\_\_\_\_  
\_\_\_\_\_  
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