

THE QUICK & THE DEAD

Name:
Player:
Chronicle

Nature:
Demeanor:
Concept:

Motivation:
Chapter:
Lodge:

Attributes

Physical

Strength 00000
Dexterity 00000
Stamina 00000

Social

Charisma 00000
Manipulation 00000
Appearance 00000

Mental

Perception 00000
Intelligence 00000
Wits 00000

Abilities

Talents

Alertness 00000
Athletics 00000
Brawl 00000
Dodge 00000
Empathy 00000
Expression 00000
Intimidation 00000
Spiritual Awareness 00000
Streetwise 00000
Subterfuge 00000

Skills

Body Reading 00000
Crafts 00000
Drive 00000
Etiquette 00000
Firearms 00000
Leadership 00000
Melee 00000
Stealth 00000
Survival 00000
Technology 00000

Knowledge

Bureaucracy 00000
Computer 00000
Enigmas 00000
Investigation 00000
Law 00000
Linguistics 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000

Advantages

Other Traits

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Background

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Merits & Flaws

Numina

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Willpower

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Combat

Damage	Weapon	Difficulty

Health

Bruised ☐
Hurt -1 ☐
Injured -2 ☐
Wounded -3 ☐
Mauled -4 ☐
Crippled -5 ☐
Incapacitated ☐

Experience

Faith

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History

Prelude

Other Traits

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Associates

Goals

Description

Age _____ Height _____
Hair _____ Weight _____
Eyes _____ Identifying Marks _____
Sex _____ Nationality _____

Equipment

Brawling Chart

Maneuver	Roll	Diff	Damage
Body Slam	Dex + Brawl	7	Special
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

Contacts/Allies

Status or Position

Rank Roll Difficulty

Gear (carried)

Possessions (owned)