

SHAKEN WOUNDS: 1 2 3  
FATIGUE: 1 2 3

CHARACTER  
ICONIC FRAMEWORK  
PLAYER  
RACE

[Empty boxes for character fields]

XP  
LEVEL  
CASH

[Empty boxes for XP, Level, Cash]

ATTRIBUTES  
AGILITY  
SMARTS  
SPIRIT  
STRENGTH  
VIGOR

[Empty boxes for Agility, Smarts, Spirit, Strength, Vigor]

CHARISMA  
PACE  
PARRY  
TOUGHNESS

[Empty boxes for Charisma, Pace, Parry, Toughness]

SKILLS

FIGHTING (AGILITY)  
SHOOTING (AGILITY)  
THROWING (AGILITY)  
BOATING (AGILITY)  
CLIMBING (STRENGTH)  
DRIVING (AGILITY)  
GAMBLING (SMARTS)  
HEALING (SMARTS)  
INTIMIDATION (SPIRIT)  
INVESTIGATION (SMARTS)  
KNOWLEDGE (SMARTS)  
KNOWLEDGE (SMARTS)  
KNOWLEDGE (SMARTS)  
KNOWLEDGE (SMARTS)  
LOCKPICKING (AGILITY)  
NOTICE (SMARTS)  
PERSUASION (SPIRIT)  
PILOTING (AGILITY)  
REPAIR (SMARTS)  
RIDING (AGILITY)  
STEALTH (AGILITY)  
STREETWISE (SMARTS)  
SURVIVAL (SMARTS)  
SWIMMING (AGILITY)  
TAUNT (SMARTS)  
TRACKING (SMARTS)

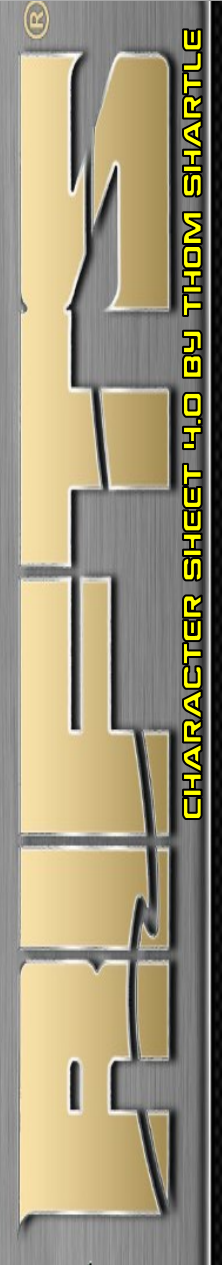
[Skill grid with colored and empty cells]

EDGES, RACIAL AND ICONIC TRAITS

[Large empty box for Edges, Racial and Iconic Traits]

HINDRANCES

[Large empty box for Hindrances]



# HERO'S JOURNEY

## TABLE ROLL RESULTS

Narrative Hook		

## GEAR QTY WT NOTES


## BODY ARMOR ARM TGH COST NOTES

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## PERSONAL WEAPON RANGE ROF DAMAGE WT. AP CAP COST NOTES


## ARCANE BACKGROUND ARCANE SKILL LEVEL POWER POINTS

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## POWER RANK COST RANGE DURATION NOTES




CHARACTER SHEET 4.0 BY THOM SHARTLE



**POWERED ARMOR**

**CHARACTER**

**PLAYER**

<b>SIZE</b>	<b>MDC</b>	<b>TOUGH</b>	<b>STRG</b>	<b>PACE</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SKILLS**

**FIGHTING (AGILITY)**

**PARRY**

**SHOOTING (AGILITY)**

**THROWING (AGILITY)**

**FEATURES**


<b>POWERED ARMOR WEAPONS</b>	<b>GRP</b>	<b>RANGE</b>	<b>ROF</b>	<b>DAMAGE</b>	<b>AP</b>	<b>CAP</b>	<b>NOTES</b>
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**FRM**

POWERED ARMOR REFERENCE SHEET 1.0 BY THOM SHARTLE

