

Name

Profession

Movement

Initiative

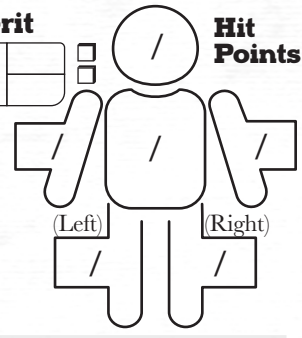
Grit

Hit Points

[Movement box]

[Initiative box]

[Grit box]



Fame

[Fame box with Bonus Die icon]

Infamy

[Infamy box with Bonus Die icon]

Strength

[Strength box]

Observation

[Observation box]

Fighting

[Fighting box]

Social

[Social box]

Technical

[Technical box]

Survival

[Survival box]

Weapons

Range

Damage

Attacks

Capacity

Ammo

Misfire

Properties

Two Hand

Accurate

[Weapons table with columns for Range, Damage, Attacks, Capacity, Ammo, Misfire, Properties, Two Hand, Accurate]

Abilities

Notes

[Abilities and Notes section with multiple lines and a vertical separator line]

Conditions

Non-Proficient Skill Checks: If a character is not proficient in a skill, the GM will use their respective Trait Score as the skill score.

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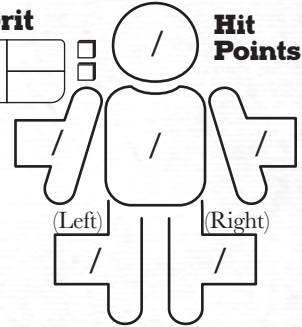
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