

NAME  CONCEPT

DESCRIPTION

### Attributes

AGILITY:  ALERTNESS:   
STRENGTH:  INTELLIGENCE:   
VITALITY:  WILLPOWER:

### Derived Attributes

INITIATIVE:   
ENDURANCE:   
LIFE POINTS:   
RESISTANCE:

### Action Difficulty

Action	Diff/Extraordinary
Easy	3 / 10
Average	7 / 14
Hard	11 / 18
Formidable	15 / 22
Heroic	19 / 26
Incredible	23 / 30
Ridiculous	27 / 34
Impossible	31 / 38

### Advancement Points

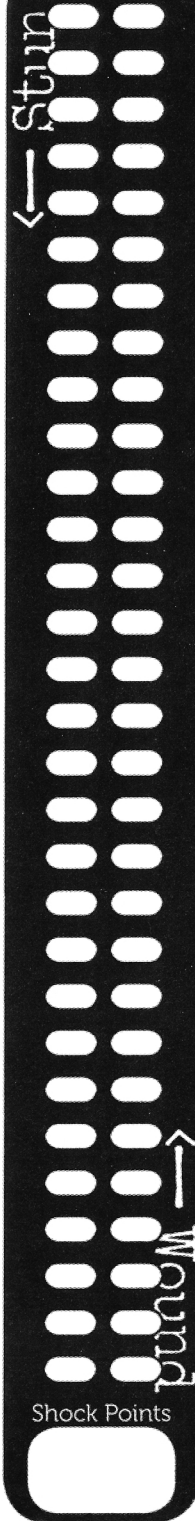
Point Type	AP Cost
1 Attribute Step	16
1 Trait Step	14
1 Skill Step	6

### Weapons

TYPE:  DAMAGE:   
RANGE:  AMMO:   
TYPE:  DAMAGE:   
RANGE:  AMMO:

### Armor

TYPE:  COVERS:   
RATING:  PENALTY:



# SUPERNATURAL

## Role Playing Game

### General and Specialty Skills

<b>ANIMALS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>INFLUENCE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>RANGED WEAPONS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>ARTISTRY</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>KNOWLEDGE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>SCIENCE*</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>ATHLETICS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>LORE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>SURVIVAL</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>COVERT</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>MECHANIC*</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>TECH*</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>CRAFT</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>MEDICINE*</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>UNARMED COMBAT</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>DISCIPLINE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>MELEE WEAPONS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>DRIVE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>PERCEPTION</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>GUNS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>PERFORMANCE</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
<b>HEAVY WEAPONS</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<b>PILOT*</b> <input type="checkbox"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

## Assets

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

## Complications

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

NAME:

DESCRIPTION:

## Gear

## History

## Plot Points and Die Steps

Current  
Plot Points

1

d2

2

d4

3

d6

4

d8

5

d10

6

d12

7

d12+d2

8

d12+d4

9

d12+d6

10

d12+d8

11

d12+d10

12

d12+d12