

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: STUN
↓BURN
↑

SHOCK POINTS

SUPERNATURAL
Role Playing Game

General and Specialty Skills

ANIMALS

ARTISTRY

ATHLETICS

COVERT

CRAFT

DISCIPLINE

DRIVE

GUNS

HEAVY WEAPONS

PILOT*

INFLUENCE

KNOWLEDGE

LORE

MECHANIC*

MEDICINE*

MELEE WEAPONS

PERCEPTION

PERFORMANCE

RANGED WEAPONS

SCIENCE*

SURVIVAL

TECH*

UNARMED COMBAT

*SKILLED ONLY

Assets

NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



Complications

NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



NAME:
DESCRIPTION:



Gear

History

Current
Plot Points

1	2	3	4	5	6	7	8	9	10	11	12
d2	d4	d6	d8	d10	d12	d12+d2	d12+d4	d12+d6	d12+d8	d12+d10	d12+d12

Plot Points and Die Steps