

SEASONS PAST

World War II

NAME		TOTAL EXPERIENCE:	
ROLE	WARRANTS ○○○○○○○○○○	UNSPENT EXPERIENCE:	
PLAYER	RACE	SUBRACE	

-ATTRIBUTES-

Body

STRENGTH ●○○○○○○○○○

AGILITY ●○○○○○○○○○

ENDURANCE ●○○○○○○○○○

HEALTH

Defenses	PHYSICAL	MENTAL
SPEED	HUSTLE	CROUCHING
ACTIONS	Speed = Strength + Agility + 5 Speed = Strength + Agility Speed = Strength; costs 1 normal action to stand	

PER TURN

PAIN THRESHOLD

Mind

PSYCHE ●○○○○○○○○○

INSIGHT ●○○○○○○○○○

WILLPOWER ●○○○○○○○○○

ARMOR

HARD	SOFT
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INITIATIVE POOL

Defensive Actions: Spend 1 normal action to add 1 to one Defense until end of your next turn. Crouching: P Def + 1 vs Guns; -1 vs Melee. Prone: P Def + 2 vs Guns; -2 vs Melee.

Essence

Permanent	○○○○○○○○○ ○○○○○○○○
Maximum Pool	□□□□□ □□□□□ □□□□□ □□□□□

Spent an Essence point for:

- 3 Bonus skill dice before rolling
- 1 automatic success after rolling
- 1 extra action
- +1 to all Defenses until the end of your next turn
- Fueling a Trait or Power

Pocket Change ○○○○○○○○○○

-SKILLS-

ATLETICS ○○○○	GUNS ○○○○	MELEE ○○○○	PERCEPTION ○○○○	KNOWLEDGE ○○○○
ACROBATICS ○○○○	PISTOLS ○○○○	MARTIAL ARTS ○○○○	SENSES ○○○○	SCIENCE ○○○○
STAMINA ○○○○	AUTOMATICS ○○○○	BLADES ○○○○	INVESTIGATION ○○○○	POLITICAL ○○○○
THROWING ○○○○	RIFLES ○○○○	IMPACT ○○○○	EMPATHY ○○○○	MILITARY ○○○○
PROPRIETY ○○○○	HEAVY WEAPONRY ○○○○	PIERCING ○○○○	MEDICAL ○○○○	HISTORY ○○○○
TACT ○○○○	DRIVE ○○○○	RAFT ○○○○	FIELD DRESSING ○○○○	OCCULT ○○○○
QUILE ○○○○	CARS ○○○○	ARTISTRY ○○○○	OPERATION ○○○○	ATHERIC ○○○○
CONCENTRATION ○○○○	AIRCRAFT ○○○○	ENGINEERING ○○○○	ADDITIONAL SKILLS	○○○○○
PERFORMANCE ○○○○	AQUATIC ○○○○	SAVVY ○○○○	○○○○○	○○○○○
COVERT ○○○○	MECHANIC ○○○○	SURVIVAL ○○○○	○○○○○	○○○○○
STEALTH ○○○○	CONSTRUCTION ○○○○	STREETWISE ○○○○	○○○○○	○○○○○
SABOTAGE ○○○○	REPAIR ○○○○	ATHER ○○○○	○○○○○	○○○○○

-ATTACKS-

DIE POOL	VERSUS	DAMAGE TYPE	TOTAL DAMAGE	RANGE	SPECIAL EFFECTS AND OTHER NOTES

Human Creation: 12 Attribute points; 20 Skill Points for both Groups and Specialties; 5 Points for Traits and Powers (none higher than 3); 5 Points for Qualities (and up to 5 points for Bad Qualities, which give points that can be spent on Traits, Powers, or Qualities); Mass = 5 for adult human; Health = Endurance + Mass; Pain Threshold = Endurance; Permanent Essence = Willpower + Psyche; Essence Pool Max = Permanent. Essence; Defenses = (Strength + Agility + Endurance) / 3 (Physical), (Psyche + Insight + Willpower) / 3 (Mental); Initiative Pool = Agility + Insight; Natural Soft Armor is equal to your Endurance

