

PLAYER:



SOAK VALUE

WOUNDS	
THRESHOLD	CURRENT

The diagram shows a 2D hexagonal unit cell. The top half is a dark red trapezoid labeled "STRAIN". The bottom half is split vertically: the left half is a dark red trapezoid labeled "THRESHOLD", and the right half is a blue trapezoid labeled "CURRENT".

DEFENSE

RANGED MELEE

CHARACTERISTICS



BRAWN



AGILITY



CUNNING





WILLPOWER



PRESENCE

SKILLS

[illegible][illegible][illegible]

KNOWLEDGE SKILLS	SETTING?	CAREER?	RANK
			
			
			
			

MAGIC SKILLS	SETTING?	CAREER?	RANK
			
			
			

CUSTOM SKILLS	SETTING?	CAREER?	RANK

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

TOTAL XP

AVAILABLE XP

MOTIVATIONS

STRENGTH:

FLAW:

DESIRE:

FEAR:

CHARACTER ILLUSTRATION

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

MONEY:

EQUIPMENT LOG

WEAPONS & ARMOR:

PERSONAL GEAR:

NOTES

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS AND SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY

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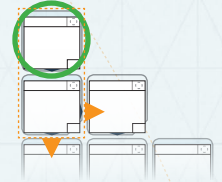
TALENT PYRAMID

GENESYS™

PURCHASING TALENTS

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.



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TIER 1
5XP

TIER 2
10XP

TIER 3
15XP

TIER 4
20XP

TIER 5
25XP