

Feng Shui Character Sheet

Abilities

☐

BODY [Bod]

Move [Mov]

Strength [Str]

Constitution [Con]

Toughness [Tgh]

☐

CHI [Chi]

Fortune [For]

Kung Fu [Fu]

Magic [Mag]

☐

MIND [Mnd]

Charisma [Cha]

Intelligence [Int]

Perception [Per]

Willpower [Wil]

☐

REFLEXES [Ref]

Agility* [Agl]

Dexterity [Dex]

Speed [Spd]

AV Skills

☐

Arcanoware Device* [Mag]

☐

Creature Power* [Mag]

☐

Deceit [Cha]

☐

Detective [Per]

☐

Driving [Dex]

☐

Fix-It [Per]

☐

Gambling [For]

☐

Guns* [Dex]

☐

Intimidation [Cha]

☐

Intrusion [Agl]

☐

Journalism [Int]

☐

Leadership [Cha]

☐

Martial Arts* [Agl]

☐

Medical [Mag⁶⁹ / Int]

☐

Police [Per]

☐

Sabotage [Dex]

☐

Seduction [Cha]

☐

Sorcery* [Mag]

☐

Info [Int] /

☐

Info [Int] /

☐

Info [Int] /

☐

Info [Int] /



Fortune Dice

Wounds Pts

Used

Impairment: -1 @ 25 / -2 @ 30
Death checks @ 35+ wounds

Character's Name

Character's Type

Original Juncture

Wealth Level

Unspent Experience Points

Melodramatic Hook / Contacts / Notes

Version 1.3

Speed

Dodge*

Toughness

Chi / Fu / Mag

WEAPONS	TYPE	DAM	CONC.	CAPA.	RELOAD	NOTES

SCHTICKS	[cost/shots]	#	NOTES

Gear & Ammo

Shot Counter

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