

GODSEND AGENDA

CHARACTER NAME: _____
 PLAYER NAME: _____
 OCCUPATION _____
 ARCHETYPE _____
 SPECIES / GENDER _____

POWER LEVEL: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____

WOUND LEVELS	BODY POINT RANGE	BODY POINTS
STUNNED	80% TO 60%	
WOUNDED	59% TO 40%	PHYSICAL DAMAGE
SEVERELY WOUNDED	39% TO 20%	FATE POINTS
INCAPACITATED	19% TO 10%	CHARACTER POINTS
MORTALLY WOUNDED	1% TO 9%	KA POINTS
	KILLED	MOVE
		FUNDS

REFLEXES

climbing _____
 brawling _____
 dodge _____
 flying _____
 jumping _____

melee combat _____
 piloting _____
 riding _____
 sneak _____

KNOWLEDGE

business _____
 demolition _____
 forgery _____
 gadgetry _____
 languages _____

medicine _____
 navigation _____
 scholar _____
 security _____
 tech _____

PHYSIQUE

lifting _____
 running _____
 stamina _____
 swimming _____

PERCEPTION

artist _____
 hide _____
 gambling _____
 know-how _____
 investigation _____

repair _____
 search _____
 streetwise _____
 survival _____
 tracking _____

COORDINATION

marksmanship _____
 lock picking _____
 missile weapon _____

sleight of hand _____
 throwing _____

PRESENCE

animal handling _____
 command _____
 con _____
 charm _____

disguise _____
 intimidation _____
 persuasion _____
 willpower _____

ADVANTAGES

DISADVANTAGES

POWERS

GODSEND AGENDA

Character Name: _____
Player Name: _____
Occupation _____
Archetype _____
Species/Gender _____
Power Level : **Age:** **Height:** **Weight:**

Physical Description:

REFLEXES	KNOWLEDGE
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climbing	business
brawling	demolition
dodge	forgery
flying	gadgetry
jumping	languages
melee combat	medicine
piloting	navigation
riding	Scholar
sneak	security

COORDINATION	PERCEPTION
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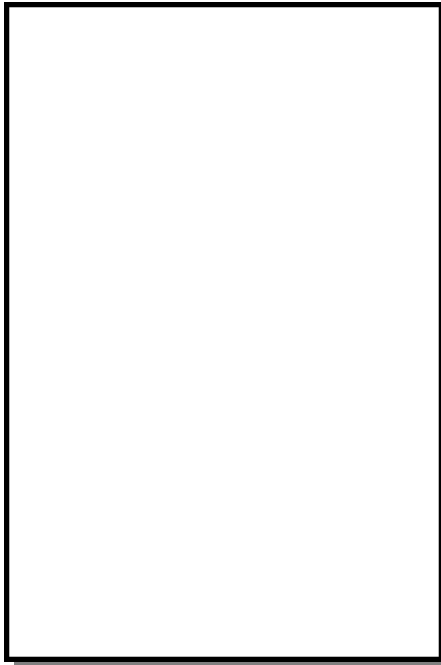
marksmanship	artist
lock picking	hide
missile weapon	gambling
sleight of hand	know-how
throwing	investigation

PHYSIQUE	POWERS:
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lifting	repair
running	search
stamina	streetwise
swimming	survival
	tracking

PRESENCE	POWERS:
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animal hand.	
command	
con	
charm	
disguise	
intimidation	
persuasion	
willpower	



Advantages:

Disadvantages:

Fate Points:

Ka Points:

Character Points:

Body Points:

Physical damage:

Move:

Funds:

Wound Levels	Body Point Range
Stunned	to
Wounded	to
Severely Wounded	to
Incapacitated	to
Mortally Wounded	to
KILLED	0

