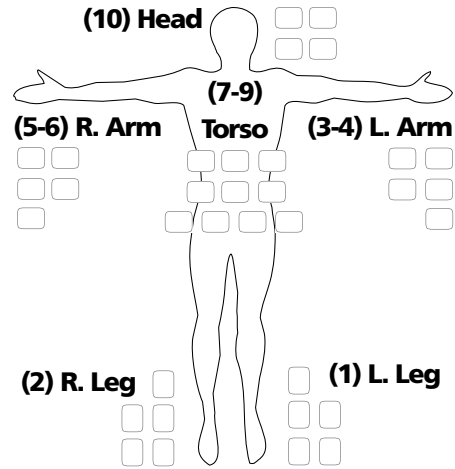


# WILD TALENTS



Name/Aliases: \_\_\_\_\_

Description: \_\_\_\_\_

Occupation: \_\_\_\_\_

Loyalty: \_\_\_\_\_

Passion: \_\_\_\_\_

Body \_\_\_\_\_  
 Coordination \_\_\_\_\_  
 Sense \_\_\_\_\_  
 Mind \_\_\_\_\_  
 Charm \_\_\_\_\_  
 Command \_\_\_\_\_

Base Will \_\_\_\_\_  
 Willpower \_\_\_\_\_

**Body Skills (Dice Pool)**  
 Athletics \_\_\_\_\_ (\_\_\_\_)  
 Brawling \_\_\_\_\_ (\_\_\_\_)  
 Endurance \_\_\_\_\_ (\_\_\_\_)  
 Weapon (\_\_\_\_) \_\_\_\_\_ (\_\_\_\_)

**Mind Skills (Dice Pool)**  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)  
 \_\_\_\_\_ (\_\_\_\_)

**Coordination Skills (Dice Pool)**  
 Agility \_\_\_\_\_ (\_\_\_\_)  
 Driving (\_\_\_\_) \_\_\_\_\_ (\_\_\_\_)  
 Lockpicking \_\_\_\_\_ (\_\_\_\_)  
 Stealth \_\_\_\_\_ (\_\_\_\_)  
 Weapon (\_\_\_\_) \_\_\_\_\_ (\_\_\_\_)

**Charm Skills (Dice Pool)**  
 Lie \_\_\_\_\_ (\_\_\_\_)  
 Perform (\_\_\_\_) \_\_\_\_\_ (\_\_\_\_)  
 Persuasion \_\_\_\_\_ (\_\_\_\_)

**Sense Skills (Dice Pool)**  
 Empathy \_\_\_\_\_ (\_\_\_\_)  
 Perception \_\_\_\_\_ (\_\_\_\_)  
 Scrutiny \_\_\_\_\_ (\_\_\_\_)

**Command Skills (Dice Pool)**  
 Interrogation \_\_\_\_\_ (\_\_\_\_)  
 Intimidation \_\_\_\_\_ (\_\_\_\_)  
 Leadership \_\_\_\_\_ (\_\_\_\_)  
 Stability \_\_\_\_\_ (\_\_\_\_)

Disadvantages and Notes: \_\_\_\_\_

Point Total: \_\_\_\_\_

Experience Points: \_\_\_\_\_

Name/Aliases: \_\_\_\_\_ Permissions: \_\_\_\_\_

Archetype: \_\_\_\_\_ Intrinsic: \_\_\_\_\_

Cost: \_\_\_\_\_

Sources: \_\_\_\_\_

**Power Description and Dice:**

Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

**Power Description and Dice:**

Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

**Power Description and Dice:**

Quality, Extras, Flaws and Cost: \_\_\_\_\_  
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 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

**Power Description and Dice:**

Quality, Extras, Flaws and Cost: \_\_\_\_\_  
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 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Quality, Extras, Flaws and Cost: \_\_\_\_\_  
 Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

**Equipment and Notes:**