

# WILD TALENTS

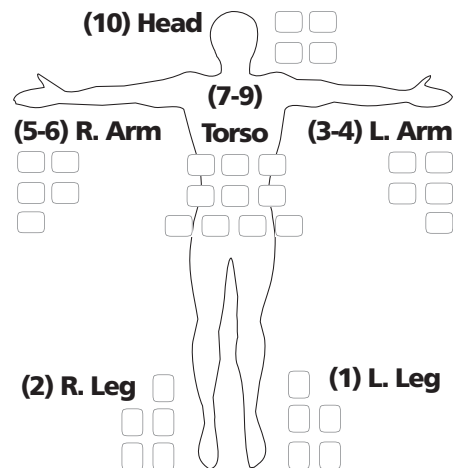
Name/Aliases: \_\_\_\_\_

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

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

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

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



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

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

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

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

**Coordination Skills (Dice Pool)**  
 Dodge \_\_\_\_\_ ( \_\_\_\_ )  
 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: \_\_\_\_\_

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Quality, Extras, Flaws and Cost: \_\_\_\_\_

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Quality, Extras, Flaws and Cost: \_\_\_\_\_

Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

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Quality, Extras, Flaws and Cost: \_\_\_\_\_

Quality, Extras, Flaws and Cost: \_\_\_\_\_

Total Cost per Die: \_\_\_\_\_ Total Cost: \_\_\_\_\_

## Equipment and Notes: