MIG	RANK	MOD	Throw	Base Strike	Life	Pool
HEA			In	itiative		
			Move	Actions	MAXIMIIM	CURRENT
HEC			Dec	tiny Pool		Pool
QCK						
ITL			V	Vealth		
JDG			CURREN		MAXIMUM Norality	CURRENT
ALR				$  \   \   \   \   \   \   \   \   \   \$	$  \ \   \ \   \ \   \ \   \ \   \ \   \ \   \ \  $	
LCK			-5 -4 <b>EVIL</b>	-3 -2 -1	0 1 2	3 4 5 GOOD
Incursion	Event /	Notes:				
				Cr	naracter Tra	
	Event /		(Rolled)	Cr	naracter Tra	aits
		ounds	(Rolled)	Cr	naracter Tra	
		ounds			naracter Tra	aits (Rolled)
		ounds		Cr	naracter Tra	aits (Rolled)
		ounds		Cr	naracter Tra	aits (Rolled)
		ounds		Cr	naracter Tra	aits (Rolled)
		ounds		Cr	naracter Tra	aits (Rolled)
		ounds		Cr	naracter Tra	aits (Rolled)
		ounds			naracter Tra	aits (Rolled)

Character	· Name			Gender	Heig	ht	Weight	Age
MIG	RANK	MOD	Throw	Base Str	rike	L	ife Pool	
HEA HEC			Move	0.432.61.60.22	ns		MUM CURRI	
QCK ITL		_		stiny Pool Wealth				
JDG ALR		_	CURRE		Mora			
LCK			-5 -4 EVIL	-3 -2	-1 (	) 1	2 3	4 5 <b>GOO</b> E
Incursion	n Event /							
	Backgro	unds	(Rolled)		Chara	acter '	Traits	(Rolled)
		(1	Optional)					ptional)

HIDDEN WORLDS: INCURSION CHARACTER RECORD

Rank BA	SE (ATT) Core: Proficiency	Rank BASE		SE (ATT) Con					Ra	nk BA
Faith (JDG)	(ATT) Core Skill: Proficiency		Faith (JDG)	( <u>ATT</u>	) Core	Skill: F	roficie <sup>2</sup>	ncy		
Combat (HEC)	_ ()		Combat (HEC)	_ (	.)					
Knowledge (ITL)	_ ()		Knowledge (ITL)	_ (	_)					
Medical (ITL)	_ ()		Medical (ITL)	_ (	)					
Survival (JDG)			Survival (JDG)		)					
Social (ALR)	_ ()		Social (ALR)		)					
Culture (JDG)	1		Culture (JDG)		)					
Languages (ITL)			Languages (ITL)		)					
Subterfuge (HEC)	()		Subterfuge (HEC)	_ (	)					
Science (ITL)			Science (ITL)		)					
Computer (ITL)			Computer (ITL)		)					
Technical (HEC)			Technical (HEC)		)					
Drive (HEC)	1.		Drive (HEC)		)					
Watercraft (HEC)			Watercraft (HEC)		)					
Aircraft (HEC)			Aircraft (HEC)	[[	)					
WOUND TRACKER			WOUND TRACKER	Ī(	)					
				(	)					
Wound Modifiers:			Wound Modifiers:	(	)					
	-((		-	- ;	)					
	- ( )			- ;	)					
				_ ;	)					
				_ (	)					
	_ ( ´ ´ )			_[(	)					
	- ( <u> </u>			-[;	<u>`</u>					
	- <del>  ( )                                 </del>			- ;	<u> </u>					
Head [20 (x2)]	( )		Head [20 (x2)]	(	<u>`</u>					
Status:	-  <u>`</u>		Status:	-l`	·/					
Right Arm [18-19]	SKILL MODIFIERS (from Backgrounds, Traits, and other	r in-game effects)	Right Arm [18-19]	SKILL	. MODIFIERS	S (from Back	grounds, Tr	aits, and oth	er in-game	effects)
Status:	_		Status:	_						
Left Arm [16-17]			Left Arm [16-17]							
Status:			Status:							
				<sup>-</sup>						
Upper Torso [10-15]			Upper Torso [10-15]							
Status:	_		Status:	-						
Lower Torso [7-9]			Lower Torso [7-9]							
Status:			Status:	_						
Left Leg [4-6]			Left Leg [4-6]							
Status:			Status:							
	_			<b>-</b>						
Right Leg [1-3]			Right Leg [1-3]							
Status:			Status:							
Life Pool Soul Pool Max Current Max Current	HEA HEC QCK ITL JDG	ALR LCK	Life Pool Soul Pool MIG	HEA	HEC	QCK	ITL	JDG	ALR	LCK

LCK

Rank BASE

Education Level:			Cost:_	Age:
School:	Majo	or:		
Core Skills:				
 LIFE PATH		<u></u>		
Relationships NOTES: _		-] [Friends	NOTES:	
		-		
ROLL		Enemie	S NOTEO:	
Children NOTES: _		-   -	S NOTES:	
ROLL		ROLL		
Contacts   NOTES:				
1.0120.				
ROLL		ROLL		
CAREER PATH				
Career:			Core Skills:	Proficiencies:
NOTES / SKILLS:				
Career:	Promotions:	Wealth:	Core Skills:	Proficiencies:
NOTES / SKILLS:				
Career:	Promotions:	Wealth:	Core Skills:	Proficiencies:
NOTES / SKILLS:			_	
HORRIES				
HOBBIES Hobby:	Rank:	Cost:	Core Skills:	Proficiencies:
NOTES / SKILLS:				
Hobby:	Rank:	Cost:	Core Skills:	Proficiencies:
NOTES / SKILLS:				
Hobby:	Rank:	Cost:	Core Skills:	Proficiencies:
NOTES / SKILLS:				
ING LEG / GINEEG.				

HIDDEN WORLDS: INGURSION BACKGROUND RECORD

Education Level:			Cost:	Aue.				
School:	Ma	Cost: Age: _ Major:						
Core okiiis.	FIC	Proficiencies:						
LIFE PATH		Friends	NOTES:					
Relationships NOTES:		-  ' '''	NOTES					
DOLL -		-II ROLL						
ROLL   Children   NOTES: _		Enemie	S NOTES:					
Official Trovers								
ROLL		ROLL	<u> </u>					
Contacts   NOTES:			NOTES:					
		<u></u>						
ROLL		ROLL						
CAREER PATH								
Career:	Promotions:	Wealth:	Core Skills:	Proficiencies:				
NOTES / SKILLS:								
Career:	Promotions:	Wealth:	Core Skills:	Proficiencies:				
NOTES / SKILLS:								
NOTES / SKILLS.								
Career:	Promotions:	Wealth:	Core Skills:	Proficiencies:				
NOTES / SKILLS:								
LOBBIES								
HOBBIES (Hobby:	Rank <sup>.</sup>	Cost:	Core Skills:	Proficiencies:				
				1 TOTICIETICIES				
NOTES / SKILLS:								
<u></u>								
		Cost:	Core Skills:	Proficiencies:				
NOTES / SKILLS:								
Hobby:	Rank:	Cost:	_Core Skills:	Proficiencies:				
NOTES / SKILLS:								

HIDDEN WORLDS: INGURSION BACKGROUND RECORD

Group Members	Group Members	
Character / Group History & Notes	Character / Group History & Notes	

andad2 Amilia	dovtrous	Initiative	Max Throw	Base Strike
	iextrous?			
	/ <sub>Range</sub> /	1	Damage (	Capacity
	1 1	1	1	Reload
- Canboi	, we amon		, ato Divid	
Notes			Ammunition	
ROF	/Range/	/	Damage (	Capacity
Caliber	Modifier	/	Auto DMG (	Reload
Notes			Ammunition	
ROF	/Range/	/	Damage (	Capacity
Caliber	Modifier		Auto DMG	Reload
Notes			Ammunition	
ROF	Range		Damage (	Capacity
Caliber	Modifier		Auto DMG	Reload
Notes			Ammunition	\
ROF	Range		Damage (	Capacity
Caliber	Modifier		Auto DMG	Reload
Notes	1 1		Ammunition	1
ROF	1 1		Damage (	Capacity
Caliber	Modifier		Auto DMG	Reload
Notes			Ammunition	
	I <sub>2</sub> 1	1		)
	1 1		1	Capacity
Caliber	/ivioditier/		Auto DIVIG (	Reload
Notes			Ammunition	
	ROF Caliber  Notes  ROF Caliber	ROF / Range / Caliber / Modifier/  Notes  ROF / Range / Caliber / Modifier/  Notes	Notes	Notes

**WEAPON & ARMOR RECORD** 

			Initiative	Max Throw	Base Strike
Left-Handed? Right-l		lextrous?			
RANGED WEAPON	NS			,	,
	ROF	/Range/		Damage (	Capacity
Weapon Name	Caliber	/Modifier/		Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/	/	Damage (	Capacity
Weapon Name	Caliber	/Modifier/		Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/		Damage (	Capacity
Weapon Name	Caliber	Modifier		Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/	/	Damage (	Capacity
Weapon Name	Caliber	/Modifier/		Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/	/	Damage	Capacity
Weapon Name	Caliber	/Modifier/	/	Auto DMG (	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/	/	Damage	Capacity
Weapon Name	Caliber	1 1	/	Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
	ROF	/Range/	/	Damage	Capacity
Weapon Name	Caliber	/Modifier/	/	Auto DMG	Reload
Special DMG / Modifiers	Notes			Ammunition	
MELEE WEAPONS	3				
Name					
Damage Notes					
Name					
Damage Notes					
Name					
Damage Notes					
Name					
Damage Notes	NAT 43 E		<u> </u>		<u> </u>

MIDDER WORLDS: INGURSION WEAPON & ARMOR RECORD

	—	Blast Radius		amage	(	)			
Explosive	QTY Speci	al Effects	/	/	(		otes		
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		1 1		/	(	)			
		1 1		1	(	)			
	·—	1 1		1	(	)			
	·——	1 1		1	(				
		1 1		1	(				
Explosives Notes / E	Equipment / De	etonators / Etc.							
Armo Head	r Location	ns		Arr	nor Typ	e / No	tes / Sp	ecial	
Head /	/			Arr	nor Typ	e / No	tes / Sp	ecial	
Head /	Impact /	Slash/Pierce		Arr	nor Typ	e / No	tes / Sp	ecial	
Head  Durabilty  Torso (Upper)	Impact / er and Lo	Slash/Pierce		Arr	mor Typ	e / No	tes / Sp	ecial	
Head  Durabilty  Torso (Upper Durabilty  Layer 2	er and Lo	Slash/Pierce  Slash/Pierce		Arr	mor Typ	e / No	ies / Sp	ecial	
Head  Durability  Torso (Upper Durability  Layer 2  Durability	er and Lo	Slash/Pierce		Arr	mor Typ	e / No	tes / Sp	ecial	
Head  Durability  Torso (Upper Durability  Layer 2  Durability  Arms  Durability	Impact / er and Lo	Slash/Pierce  Slash/Pierce		Arr	mor Typ	e / No	tes / Sp	ecial	
Head  Durabilty  Torso (Upper Durabilty  Layer 2  Durabilty  Arms  Durabilty  Legs	Impact / Imp	Slash/Pierce Slash/Pierce Slash/Pierce		Arr	mor Typ	e / No	tes / Sp	ecial	
Head  Durability  Torso (Upper Durability  Layer 2  Durability  Arms  Durability  Legs  Durability	Impact / Impact / Impact / Impact /	Slash/Pierce Slash/Pierce Slash/Pierce		Arr	mor Typ	e / No	tes / Sp	ecial	
Head  Durabilty  Torso (Upper Durabilty  Layer 2 Durabilty  Arms  Durabilty  Legs  Durabilty	Impact / Impact / Impact / Impact /	Slash/Pierce Slash/Pierce Slash/Pierce		Arr	nor Typ	e / No	tes / Spr	ecial	
Head  Durabilty  Torso (Upper Durabilty  Layer 2 Durabilty  Arms Durabilty  Legs Durabilty	Impact / Impact / Impact / Impact /	Slash/Pierce Slash/Pierce Slash/Pierce		Arr	mor Typ	e / No	tes / Spr	ecial	
Head  Durabilty  Torso (Upper Durabilty  Layer 2  Durabilty  Arms  Durabilty  Legs	Impact / Impact / Impact / Impact /	Slash/Pierce Slash/Pierce Slash/Pierce		Arr	nor Typ	e / No	tes / Spr	ecial	

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**EXPLOSIVES** 

	<b>-</b> C									
PLOSIVE	-8	Blast Ra	/			(	)			
osive	QTY S	Special Effec	ets /		1	(	)	lotes		
			1		/	(				
	<del></del> -	1	1		1	(				
			1	/	1	(	)			
			1		1	(	)			
			1		/	(	)			
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osives Notes /	Equipment	:/ Detonator	rs / Etc.							
Armo	or Loca	tions	1		Ar	mor Ty	pe / No	tes / Spec	ial_	
urabilty	Impact	/ Slash/F	Pierce							
rso (Upp			)							
yer 2	шраос	/	10100							
	Impact	/ Slash/F	4.0							

Faith:					Cast Faith Ability _	RANK	BASE
FAITH ABILITY NAME		CAST SC	DRAIN	DELIVERY (DRAI		10 441	57102
	EFFECTS / NOTES						
	EFFECTS / NOTES						

HIDDEN WORLDS: INCURSION FAITH & EQ RECORD

Faith:				Cast Faith Ability	ANK BASE
FAITH ABILITY NAME		CAST SC	DRAIN	DELIVERY (DRAIN MODIFIERS)	
EFF	ECTS / NOTES			,	
EFF	ECTS / NOTES				
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HIDDEN WORLDS: INCURSION

Cash		Wealth
	On Hand In Bank	
Equipment		
1		

Cash			Wealth
	On Hand	In Bank	
Equipment			