Shotguns and Sorcery

Character Name _____

is a _____ (Descriptor) _____ (Type) who _____ (Focus)

Tier	Effort	XP

Might	Speed	Intellect
Pool / Edge	Pool / Edge	Pool / Edge

Advancement

- ☐ **Increase Capabilities** (+4 points into stat pool)
- ☐ **Move Toward Perfection** (+1 to the edge of your choice)
- ☐ **Extra Effort** (+1 into effort)
- ☐ **Skill Training** (train in a skill or specialize in a trained skill)
- ☐ **Other** (refer to the *Shotguns & Sorcery* Rulebook)

Recovery Roll

1d6+

- ☐ 1 action
- ☐ 10 mins
- ☐ 1 hour
- ☐ 10 hours

Damage Track

- ☐ **Impaired**: +1 Effort per level; Ignore minor and major effect results on rolls; Combat roll of 17-20 deals only +1 damage
- ☐ **Debilitated**: Can move only an immediate distance; Cannot move if Speed Pool is 0

Skills • Might

T: Trained • S: Specialized • I: Inability

	T	S	I

Skills • Speed

	T	S	I

Skills • Intellect

	T	S	I

Attacks

	Mod	Dam

Cyphers

Limit

Equipment

Armor

Money

Special Abilities

Background and Personal Details

Portrait

Allies, Contacts, and Enemies

Notes