DICEPUNK

PLAYER: _____

CHARACTER: _____

DEETS: _____

ATTRIBUTES

STRENGTH ___ **HEALTH:** ___/___ (Max Health = Strength x 6) **DEAD AT:** ___ (Death Threshold = 0 – Strength)	**SPEED** ___ **INITIATIVE:** ___+___d6 (Initiative = Speed x 2 + 2d6)
WITS ___ **DEFENSE:** ___ (Defense = Wits + 3)	**WILL** ___ **KNOCKED OUT AT:** ___ (K.O. Threshold = 10 – Will)

SKILLS

SKILL	RANK/ROLL UNDER	SKILL	RANK/ROLL UNDER

TRAINED SKILLS: _____

TECHNIQUES & GEAR

TECHNIQUE	NOTES	GEAR