

Player: \_\_\_\_\_

# SABOTAGE 4.0

Character: \_\_\_\_\_

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

## CORE ATTRIBUTES

**POWER :** \_\_\_\_\_

Weight: \_\_\_\_\_ KG  
*(Power x 2)*

Lift: \_\_\_\_\_ KG  
*(Power X 5)*

Melee Damage Adj: \_\_\_\_\_  
*(Equal to Power score)*

**INTELLECT:** \_\_\_\_\_

Skills: \_\_\_\_\_  
*(Equal to Intellect Score)*

Initiative: \_\_\_\_\_  
*(Equal to Intellect Score)*

**AGILITY :** \_\_\_\_\_

Dodge: \_\_\_\_\_ %  
*(Equal to Agility score)*

Move Points: \_\_\_\_\_  
*(Equal to Agility score)*

Ranged Damage Adj: \_\_\_\_\_  
*(Equal to Power score)*

Initiative: \_\_\_\_\_  
*(Equal to Agility score)*

**MORALE :** \_\_\_\_\_

Luck: \_\_\_\_\_ %  
*(Equal to Morale Score)*

**SOCIAL :** \_\_\_\_\_

Wealth Level: \_\_\_\_\_  
*(Equal to Social Score)*

Destiny: \_\_\_\_\_  
*(Equal to Social Score)*

**ENDURANCE :** \_\_\_\_\_

Health: \_\_\_\_\_  
*(Endurance X 10)*

Fatigue: \_\_\_\_\_  
*(Equal to Endurance)*

INITIATIVE: \_\_\_\_\_  
*(Agility + Intellect) + 1d10(rolled each round)*

**HEALTH**

**ARMOUR**

**FATIGUE**

## WEALTH & MONEY

## DESTINY POINTS

LIFE STYLE RATING : \_\_\_\_\_  
*(1 point per Wealth level)*

LIQUIDATION: \_\_\_\_\_  
*(Wealth Level x 50,000)*

INCOME (month): \_\_\_\_\_  
*(Wealth Level x 2000)*

STARTING CASH: \_\_\_\_\_  
*(Wealth Level x 5000)*

CURRENT CASH : \_\_\_\_\_

DESTINY

POINTS



