

THE COLLECTORS

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| <p style="text-align: center;">Trait levels</p> <p>+3 Superb +2 Great +1 Good 0 Fair (<i>default for attributes</i>) -1 Mediocre -2 Poor (<i>default for most skills</i>) -3 Terrible</p> <p style="text-align: center;">Conversions</p> <p>1 gift = 3 attributes = 6 skills 1 affinity = 3 gifts 1 fault = 1 gift</p> | <p>Name: Fudge points: Personality and cover identity:</p> | |
| <p>Attributes</p> <p>Will Perception Strength Endurance</p> | <p>Faults</p> | <p>Skills</p> |
| <p>Equipment</p> | <p>Gifts</p> | |

Wounds:

| | | | | |
|-----------|-----------|----------------|---------------|------------|
| 1, 2 | 3, 4 | 5, 6 | 7, 8 | 9+ |
| Scratched | Hurt (-1) | Very Hurt (-2) | Incapacitated | Near Death |
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