

SUPERNATURAL

Role Playing Game

General and Specialty Skills

ANIMALS	INFLUENCE	RANGED WEAPONS
ARTISTRY	KNOWLEDGE	SCIENCE*
ATHLETICS	LORE	SURVIVAL
COVERT	MECHANIC*	TECH*
CRAFT	MEDICINE*	UNARMED COMBAT
DISCIPLINE	MELEE WEAPONS	
DRIVE	PERCEPTION	
GUNS	PERFORMANCE	
HEAVY WEAPONS	PILOT*	

NAME

CONCEPT

DESCRIPTION

Attributes

AGILITY: **ALERTNESS:**

STRENGTH: **INTELLIGENCE:**

VITALITY: **WILLPOWER:**

Derived Attributes

INITIATIVE:

ENDURANCE:

LIFE POINTS:

RESISTANCE:

Action Difficulty

Action	Diff/Extraordinary
Easy	3 / 10
Average	7 / 14
Hard	11 / 18
Formidable	15 / 22
Heroic	19 / 26
Incredible	23 / 30
Ridiculous	27 / 34
Impossible	31 / 38

Advancement Points

Point Type	AP Cost
1 Attribute Step	16
1 Trait Step	14
1 Skill Step	6

Weapons

TYPE: **DAMAGE:**

RANGE: **AMMO:**

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RANGE: **AMMO:**

Armor

TYPE: **COVERS:**

RATING: **PENALTY:**

Wound

Shock Points

Assets

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

Complications

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

NAME: _____
DESCRIPTION: _____

Gear

History

Plot Points and Die Steps

Current
Plot Points

1	2	3	4	5	6	7	8	9	10	11	12
d2	d4	d6	d8	d10	d12	d12+d2	d12+d4	d12+d6	d12+d8	d12+d10	d12+d12