- RODENTPUNK: CHARACTER SHEET

- I. YOUR RODENT: SCUM & SPIRIT
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- A. SPECIES (Pick one. Optional but flavorful.)
- Species: _____
- (Flavor + stat bonus; may suggest starting Talents)
-
- Brown/Norway Rat – Tough, stubborn. +1 Brawn or Grit
-
- Black/Roof Rat – Quick, cunning. +1 Agility or Smarts
-
- Mouse/Vole – Small, silent. +1 Agility or Stealth
-
- Squirrel – Agile, alert. +1 Agility or Alertness
-
- Hamster – Stocky, social. +1 Brawn or Social
-
- Guinea Pig – Calm, enduring. +1 Grit or Social
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- (Invasive Species use rules from p. XX)
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- B. ATTRIBUTES (Assign: 4, 3, 2, 2, 1, 1)
- AGILITY – Speed, finesse. ()
- ALERTNESS – Eyes and ears. ()
- BRAWN – Strength, resistance. ()
- GRIT – Endurance, will. ()
- INSTINCT – Gut sense, predator-prey cunning. ()
- SMARTS – Ingenuity, problem-solving. ()
-
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- C. SKILLS (5 ranks total; max 2 per skill at creation)
- FIGHTING – Combat, grappling. ()
- HUNT – Tracking, ambush. ()
- SCAVENGING – Finding useful junk. ()
- SOCIAL – Persuade, bluff, read. ()
- STEALTH – Avoid notice. ()
- TECH – Repair, rig building. ()

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- D. HEALTH
- Injury Slots (5)
- [ ] Minor
- [ ] Minor
- [ ] Disadvantage (–1D)
- [ ] Disadvantage (–1D)
- [ ] Down
-
- Stress Slots (5)
- [ ] Tense
- [ ] Tense
- [ ] Disadvantage (focused actions, –1D)
- [ ] Disadvantage (focused actions, –1D)
- [ ] Exhausted (all rolls, –1D)
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- E. STARTING GEAR (3–5 scrappy items)
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- F. RIG (Optional)
- Description: _____
- Speed: (D)   Durability: ()   Handling: (___D)
- Battery Score: ___ Boosts per Scene □ □ □
-
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- ---
-
- G. DESCRIPTION & HOOKS
- Name: _____
- Appearance/Scars: _____
- Crew Name & Turf: _____
- Big Dream: _____
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- II. XP & ADVANCEMENT

- ○
- ○ Current XP: (___)
- ○ Talents: _____
- ○
- ○
- ○ ---
- ○
- ○ III. SCARS, BURDENS & VICES (When Injury OR Stress maxes out)
- ○
- ○ Scar: Permanent –1D to a roll type. _____
- ○ Burden: Lose 1 max Stress slot. _____
- ○ Vice: (+1 Push per session for one roll type; –1D for another)
- ○ Push Roll: _____   Disadvantage Roll: _____