

Five pregenerated characters for the Wasteland Starter Set, built to its creation rules and ready for a first Journey. There is one for every Role, so lay them all out and let the table choose.

Download all five (600 KB, .zip)

What Each One Comes With

Every character is three pages, and every page is form-fillable.

Page	Holds
d18 sheet	Attributes and their Ranks, the three tracks, Defenses, Skills, weapons, and what is at hand
Equipment & Features	Your three States and their bands, Bearing, Trade, and the Role with every ability written out in full
Details	Your six standings, and a short history and personality, with the rest left open for the player

Every character starts at **Steady** on all three tracks. The **Party Pursuit** is left blank, because in this set it is the Journey, and that belongs to the table.

Have a Look First

Click any character to see their d18 sheet. **PDF** opens that character on their own, all three pages.

FRONTIERS

d18

Hollis Crane

NAME

Mule

BEARING

Teamster

TRADE

Navigator

ROLE

Never Lost

ABILITY



VIGOR

10

SCORE

0

RANK



DEFT

12

SCORE

+2

RANK



ACUITY

12

SCORE

+

R

VITALITY & EXERTION



4

CURRENT

4

MAXIMUM



3

MAX



2

MAX



3

MAX

ENERGY

STANDING VALUES



11

PHYSICAL DEF



10

MENTAL DEF



7

MOVE



12

INITIATIVE

1

3

SLOTS

EQUIPPED - PRIMARY

Long Knife

1

SLOTS

W1

DEMAND

Deft - 1 unit

TRAIT & RANGE

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FRONTIERS

d18

Emory Vance

NAME

Weed

► BEARING

Archivist

► TRADE

Forager

► ROLE

Off The Land

► ABILITY



VIGOR

7

SCORE

-3

RANK



DEFT

8

SCORE

-2

RANK



ACUITY

13

SCORE

+

R

VITALITY & EXERTION



5

CURRENT

5

MAXIMUM



2

MAX



4

MAX



3

MAX

ENERGY

STANDING VALUES



8

PHYSICAL DEF



13

MENTAL DEF



3

MOVE



8

INITIATIVE

3

/

3

SLOTS

EQUIPPED - PRIMARY

Bow

1

SLOTS

W2

DEMAND

Deft - 10 units

TRAIT & RANGE

FRONTIERS

d18

Rook Tanner

NAME

Runt

BEARING

Wastrel

TRADE

Mender

ROLE

Set And Bind

ABILITY



VIGOR

7

SCORE

-3

RANK



DEFT

10

SCORE

0

RANK



ACUITY

10

SCORE

VITALITY & EXERTION



5

CURRENT

5

MAXIMUM



2

MAX



4

MAX



3

MAX

ENERGY

STANDING VALUES



9

PHYSICAL DEF



12

MENTAL DEF



5

MOVE



10

INITIATIVE

3

SLOTS

3

SKILLS

BODY



MIND



Survival



SPIRIT



Rapport



Deception



EQUIPPED - PRIMARY

Filed Knife

1

SLOTS

W1

DEMAND

Deft - 1 unit

TRAIT & RANGE

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FRONTIERS

d18

Marisol Okafor

NAME

Anvil

BEARING

Deputy

TRADE

Speaker

ROLE

Talk First

ABILITY



VIGOR

11

SCORE

+1

RANK



DEFT

9

SCORE

-1

RANK



ACUITY

8

SCORE

R

VITALITY & EXERTION



7

CURRENT

7

MAXIMUM



3

MAX



4

MAX



3

MAX

ENERGY

STANDING VALUES



11

PHYSICAL DEF



11

MENTAL DEF



4

MOVE



9

INITIATIVE

2

SLOTS

3

SKILLS

BODY



MIND



SPIRIT



Command



Intimidation



Rifle

1

SLOTS

W3

DEMAND

Deft - 14 units

TRAIT & RANGE

Reloading is the Interact Free Action, so it fires once per Turn. Spends 1 Store per shot.

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PROPERTY WHILE EQUIPPED



NAME _____

▶ BEARING

▶ **TRADE**

► **ROLE**

► ABILITY



SCORE

RANK



SCORE

RANK



SCORE

R

7

CURRENT

MAXIMUM



生肌散



洗眼器：



ENERGY

MAX

PHYSICAL DEF



MOVE

INITIATIVE

SLOTS

1

SLOTS

W1

DEMAND

Vigor - 1 unit

TRAIT & RANGE

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PROPERTY WHILE EQUIPPED