

Nom:				Joue Profession	ur :							
Race :		Sexe : _		Profession	on:			Ca	ırrièr	e :		
Attributs :]	Derniers	recour	·s:				
ABILITY Strength Dexterity Constitution Intelligence Will Personality	ore Untrai	ined 1	Res. Moo	COMI Sprint	BAT MO	On VEMEN Rui	T RAT	TES V		ROUNI		nazing
DURABILITY												
Stun				100000			Fatig	ue	C			1000
Wound							Morta	al				
ARMOR [I] GAME DATA Special abilities Perks Flaws Other			En] AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA	PERSONAL Age Appearance Allegiance Social Status Contacts Enemies								
ATTACK FORMS Unarmed		Score	Bas	e Die Tyj		ange [S/ Person				Dama	ige	
Unarmed				LI/		Person	ai					
SITUATION DIE STEPS SCALE -d20 -d12 -d8 -d6 -d4 +d0 +d4 +d6 +d8 +d12 +d20 +2d20 +3d20 Bonus Penalty												
ACHIEVEMENT TRACK Skill Points Spent Stored												
Level	1 2	3 4	□ □ 5 6	1 0 0 7 8 9	10 11	12 1		15 16		18 19	20 21	22 23
WEAPON DATA Weapons		Skill	Acc	Actions		Clip	Size/A1	nmo Use	ed		Hide	Mass

STR skills	Rank	Score
Armor Operation		
Combat		
Powered		
Athletics		
Climb		
Jump		
Throw		
Heavy Weapons		
Direct fire		
Indirect fire		
Melee Weapons		
Blade		
Bludgeon		
Powered		
Unarmed Attack		
Brawl		
Power martial arts		
DEX Skills	Rank	Score

DEX Skills	Rank	Score
Acrobatics		
Daredevil		
Defensive martial arts		
Dodge	Ì	
Fall		
Flight		
Zero-g training		
Manipulation		
Lockpick		
Pickpocket		
Prestidigitation		
Rged Wpns Mod		
Pistol		
Rifle		
SMG		
Rged Wpns Prim		
Bow		
Crossbow		
Flintlock		
Sling		
Stealth		
Hide		
Shadow		
Sneak		
Vehicle Operation		
Air		
Land		
Space		
Water		

CON Skills	Rank	Score		
Movement				
Race				
Swim				
Trailblazing				
Stamina				
Endurance				
Resist pain				
Survival				
Survival training				

INT Skills	Rank	Score
Business		
Corporate		
Illicit business		
Small business		

Computer science		
Hacking		
Hardware		
Programming		
Demolitions		
Disarm		
Scratch-built		
Set explosives		
Knowledge		
Computer operation		
Deduce		
First aid		
Language		
Law		
Court procedure		
Law enforcment		
Life science		
Biology		
Botany		
Genetics		
Xenobiology		

Law		
Court procedure		
Law enforcment		
Life science		
Biology		
Botany		
Genetics		
Xenobiology		
Zoology		
Medical science		
Forensics		
Medical knowledge		
Psychology		
Surgery		
Treatment		
Xenomedicine		
Navigation		
Drivespace		
System		
Surface		
Physical science		
Astronomy		
Chemistry		
Physics		
Planetology		
Security		
Protection		
Security devices		
System operation		
Communication		
Defenses		
Engineering		
Sensors		
Weapons		
Tactics		
Infantry		
Space		
Vehicle		
Technical science		
Invention		
Juryrig		
Repair		
Technical Know.		

WIL Skills	Rank	Score
Administration		
Bureaucracy		
Management		
Animal handling		
Animal riding		
Animal training		
Awareness		

Intuition			
Perception			
Creativity			
Investigate			
Search			
Track	<u> </u>		
Resolve			
Mental			
Physical			
Street smart			
Criminal elem.			
Street know.	<u> </u>		
Teach			

PER skills	Rank	Score
Culture		
Diplomacy		
Etiquette		
First encounter		
Deception		
Bluff		
Bribe		
Gamble		
Entertainment		
Act		
Dance		
Musical inst.		
Sing		
Interaction		
Bargain		
Charm		
Interview		
Intimidate		
Seduce		
Taunt		
Leadership		
Command		
Inspire		

EQUIPMENT & NOTES	