

Name \_\_\_\_\_ Archetype \_\_\_\_\_  
Level: \_\_\_\_ Species: \_\_\_\_\_ Speed: \_\_\_\_ Encumbrance: \_\_\_\_ Hero points: \_\_\_\_

<b>STRENGTH</b> ____	<b>AGILITY</b> ____	<b>VITALITY</b> ____
<b>INTELLIGENCE</b> ____	<b>FOCUS</b> ____	<b>PERSONALITY</b> ____

SKILLS	Av/Ex/St success	rules	specialization/cascades	skill points
Academics (Int)	___/___/___	p. 57	_____	_____
Acrobatics (Agi)	___/___/___	p. 58	_____	_____
Armor Training (Str/Int)	___/___/___	p. 58	_____	_____
Athletics (Str)	___/___/___	p. 59	_____	_____
Awareness (Foc)	___/___/___	p. 62	_____	_____
Coercion (Per)	___/___/___	p. 62	_____	_____
Computer (Int)	___/___/___	p. 63	_____	_____
Culture (Per)	___/___/___	p. 64	_____	_____
Deception (Per)	___/___/___	p. 65	_____	_____
Driving (Agi)	___/___/___	p. 65	_____	_____
Dodge (Agi)	___/___/___	p. 66	_____	_____
Empathy (Foc/Per)	___/___/___	p. 66	_____	_____
Endurance (Vit)	___/___/___	p. 67	_____	_____
Energy Weapon (Agi/Foc)	___/___/___	p. 67	_____	_____
Engineering (Int)	___/___/___	p. 68	_____	_____
Extreme Sports (Agi/Vit)	___/___/___	p. 69	_____	_____
Firearm (Agi/Foc)	___/___/___	p. 69	_____	_____
Hand to Hand (Str/Agi)	___/___/___	p. 69	_____	_____
Heavy Weapon (Str/Int)	___/___/___	p. 70	_____	_____
Influence (Per)	___/___/___	p. 70	_____	_____
Mechanics (Int)	___/___/___	p. 71	_____	_____
Medicine (Int)	___/___/___	p. 71	_____	_____
Melee (Str/Agi)	___/___/___	p. 73	_____	_____
Misdirection (Per)	___/___/___	p. 74	_____	_____
Performance (Per)	___/___/___	p. 74	_____	_____
Piloting (Agi/Int)	___/___/___	p. 75	_____	_____
Primitive Wpn (Agi/Foc)	___/___/___	p. 76	_____	_____
Profession (any)	___/___/___	p. 76	_____	_____
Resilience (Vit)	___/___/___	p. 77	_____	_____
Science (Int)	___/___/___	p. 78	_____	_____
Security (Agi/Int)	___/___/___	p. 79	_____	_____
Stealth (Agi/Foc)	___/___/___	p. 79	_____	_____
Survival (Vit/Foc)	___/___/___	p. 80	_____	_____
Willpower (Foc)	___/___/___	p. 80	_____	_____
_____ ( )	___/___/___	_____	_____	_____
_____ ( )	___/___/___	_____	_____	_____

**TALENTS** (p. 81)

benefit

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**SPECIES ABILITIES** (p. 26)

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

**PORTRAIT/HOLO**

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

**CURRICULUM VITAE**

\_\_\_\_\_ Campaign start date

Birthdate: \_\_\_\_\_ Birthworld (city/habitat): \_\_\_\_\_

Parents/Creators: \_\_\_\_\_

Other family/kin: \_\_\_\_\_

Citizenship/Personhood status: \_\_\_\_\_

Current employer (job title/rank): \_\_\_\_\_

Education (degrees/honors, if any): \_\_\_\_\_

Education (degrees/honors, if any): \_\_\_\_\_

Military or other service (rank/honors, if any): \_\_\_\_\_

Military or other service (rank/honors, if any): \_\_\_\_\_

Special training (certification/honors, if any): \_\_\_\_\_

Special training (certification/honors, if any): \_\_\_\_\_

Special training (certification/honors, if any): \_\_\_\_\_

Character reference (relationship and homeworld): \_\_\_\_\_

Character reference (relationship and homeworld): \_\_\_\_\_

Extralegal/security flags — not shared with hiring authority: \_\_\_\_\_

\_\_\_\_\_

Personality self-assessment — not shared with hiring authority: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ Signature/Identiseal

**FAME/FAVORS/SPECIAL REWARDS** (p. 221)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**CONTACTS/NPCs OF NOTE** (p. 196)

grade notes

	grade	notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**PROPERTY AND SPECIAL GEAR** (p. 219)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**MISSION/EVENT:** \_\_\_\_\_

\_\_\_\_\_ *date* \_\_\_\_\_ *location* \_\_\_\_\_ *organization/employer*

\_\_\_\_\_ *assignment/goal*

\_\_\_\_\_ *outcome*

**NOTES**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**INITIATIVE** \_\_\_/\_\_\_/\_\_\_ (p. 139)  
 Stellar, then Excellent, then Average in first impulse.  
 Failure in second impulse.

**KEY COMBAT SKILLS**

	Av/Ex/St success	specialization
_____	___/___/___	_____
_____	___/___/___	_____
_____	___/___/___	_____
_____	___/___/___	_____

**WEAPONS** (p. 103)

	range	speed	damage	special
_____				
_____				
_____				
_____				
_____				

**ARMOR** (p. 117)

	move	pen.	physical/energy	special
_____				
_____				

**OTHER GEAR**

	mass
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

**IMPULSE COSTS FOR ACTIONS** (p. 141)

**Interact — 1 impulse**  
 Such as open/close door, draw/reload weapon, visually scan a room.

**Resist — 1 impulse**  
 Make a relevant check (often *Dodge*, *Endurance* or *Willpower*).

**Delay — 1 impulse or more**  
 Do nothing; return to the impulse track whenever you want.

**Ready an action — 1 impulse**  
 Define the action and its trigger, then delay every impulse. When you act, it's as a reaction (+1 impulse) that interrupts the triggering event.

**Reposition — 1 impulse**  
 Move 2 m, drop prone, or stand up from prone.

**Move — 2 impulses**  
 Move your speed.

**Attack — 2 to 5 impulses**  
 Includes 2 m move either before or after the attack.

**Use skill or tool — 3 impulses**  
 Such as treating wounds (p. 72) and most other skill checks. Includes 2 m move either before or after the skill check.

**Total defense — 3 impulses**  
 Enemies suffer -2 step penalty to attack you; you gain +2 step bonus on checks to resist attacks

**COMMON COMBAT MODIFIERS**

+2 steps	Stunned or unaware target
+2 steps	Very big target (elephant, forklift-bot)
+1 step	Big target (horse and rider)
+1 step	Target is dazed or distracted
+1 step	Target prone (vs. melee attacks)
-1 step	Target prone (vs. ranged attacks)
-1 step	Target is at medium range (10m-50m)
-1 step	Target has some cover
-1 step	Target is dodging
-1 step	Small target (raccoon, sensor drone)
-2 steps	Target has good cover

**DURABILITY AND WOUNDS**

Armor reduces **physical** by \_\_\_\_, **energy** by \_\_\_\_

severity	description	wounds
16+	Mortal wound (cannot act)	□
13-15	Critical wound (-3 die steps)	□□□
10-12	Serious wound (-2 die steps)	□□□
7-9	Moderate wound (-1 die step)	□□□
4-6	Light wound (no effect)	□□□□
1-3	Graze (no effect)	□□□□

*Every PC has the black boxes. A high Vitality score and the Rugged talent constellation grant some or all of the gray boxes.*

**Resilience** \_\_\_/\_\_\_/\_\_\_ (p. 77)  
 Success reduces wound penalty by 1/2/3 steps.

**Resist Action and Passive Checks** (p. 161)

*Dodge* \_\_\_/\_\_\_/\_\_\_ (p. 66)  
*Endurance* \_\_\_/\_\_\_/\_\_\_ (p. 67)  
*Willpower* \_\_\_/\_\_\_/\_\_\_ (p. 80)

**Recovery** (p. 77)  
 Grazes heal at end of scene, light wounds heal at end of day; higher severity wounds require rest and skill (p. 160).

**ACTION MODIFIERS** (p. 143)

**Aim — +1 impulse**  
 Gain +1 step bonus on attack roll.

**Autofire — +1 or +2 impulses**  
 Burst (p. 146) for +1 box damage, or full auto (p. 147) for multiple targets.

**Charge — +1 impulse**  
 Move half your speed, then attack with hand-to-hand or melee weapon.

**Concentrate — +1 or +3 impulses**  
 Gain +1 step or +2 steps on noncombat skill check.

**Evade — +1 impulse**  
 Enemies attacking you suffer -1 step penalty (or more if Dodge is high).