

Name _____
 Concept _____
 Species _____
 Profession _____

Statistics

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|-------------------------------------|-------------------------------------|--------------------------------------|----------------------------------|---------------------------------------|------------------------------------|
| P <small>Physique</small> | R <small>Reflexes</small> | K <small>Knowledge</small> | S <small>Savvy</small> | C <small>Confidence</small> | E <small>Empathy</small> |
| Size | Tech Score | Cyber Score Base | Taint Score | | |
| Scale | Galactic Standard | Interference | Deviation | | |
| Move | Psi Score | Cyber Empathy | Nova Points | | |
| | Galactic Standard | Final Score | | | |

Skill Bundles

- | | | |
|------------------------|-------|--|
| Prime | Bonus | |
| ◇ Athletics | _____ | |
| ◇ Awareness | _____ | |
| ◇ Combat | _____ | |
| ◇ Environmental | _____ | |
| ◇ Handling | _____ | |
| ◇ Lore | _____ | |
| ◇ Mechanics | _____ | |
| ◇ Persuasion | _____ | |
| ◇ Spiritual | _____ | |

Special Abilities

| Name | P | D | X | Class | Function |
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Specialties

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| Cyber Empathy | |
| Defensive Maneuvers | |
| Mental Endurance | |
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Equipment

| Name | S | T | R | V | Class | Function |
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Description

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Encumbrance

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|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |

Bonus Max Lift

Credit Score

Debt Score

Experience

Gained _____
Spent _____

Wound Track

Armor

Stress Track

Armor

Combat Defense

+ + + +

Psi Defense

+ + + +