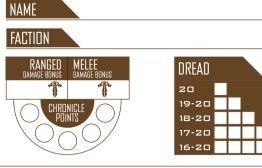
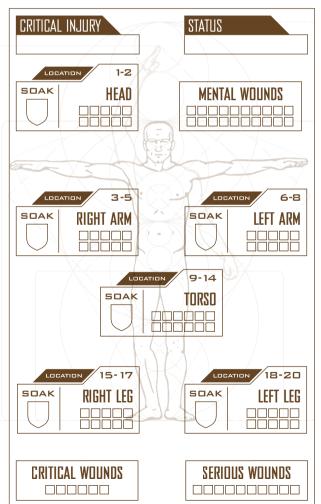
## **CHARACTER SHEET**





## ATTRIBUTES & SKILLS

DI

D2

D3

Π4

AGILITY:		
SKILL	SIGNATURE	EXPERTISE / FOCUS
ACROBATICS		
CLOSE COMBAT		
<ul> <li>– UNARMED COMBAT</li> </ul>		
STEALTH		
AWARENESS:		
SKILL	SIGNATURE	EXPERTISE / FOCUS
• OBSERVATION		
- INSIGHT		
THIEVERY		

COORDINATION:		
SKILL	SIGNATURE	EXPERTISE / FOCUS
RANGED WEAPONS		
- HEAVY WEAPONS		
- GUNNERY		
• PILOT		
— SPACE		

INTELLIGENCE:			
SKILL	SIGNATURE	EXPERTISE	/ FOCUS
EDUCATION			
– LINGUISTICS			
- SCIENCE			
MECHANICS			
= SURVIVAL			
— VACUUM			
TREATMENT			
- MEDICINE			
– PSYCHOTHERAPY			

MENTAL:		
SKILL	SIGNATURE	EXPERTISE / FOCUS
WILLPOWER		
<ul> <li>MYSTICISM</li> </ul>		
PERSONALITY:		
SKILL	SIGNATURE	EXPERTISE / FOCUS

JNILL	SIGNATORE	EXFLICIBE/FOCOS
ANIMAL HANDLING		
LIFESTYLE		
PERSUADE		
- COMMAND		
PHYSIQUE:		
SKILL	SIGNATURE	EXPERTISE / FOCUS
RESISTANCE		
STRENGTH:		
STRENGTH:	SIGNATURE	EXPERTISE / FOCUS

			-	CHRON	CLES NOT
TALENTS					
NAME			SKILL	:	
EFFECT:					
NAME			SKILL	:	
EFFECT:					
NAME			SKILL	:	
EFFECT:					
NAME			SKILL	:	
EFFECT:					
NAME Effect:			SKILL	:	
WEAPONS					
NAME range damage	MODE	ENC	SIZE	RELIABILITY	RELOADS
	MUDE		3120	KELIADILIIT	
QUALITIES					
NAME range damage	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES					00000
NAME					]
RANGE DAMAGE					
	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES	MODE	ENC	SIZE	RELIABILITY	RELDADS
DUALITIES NAME	MODE	ENC	SIZE	RELIABILITY	
	MODE	ENC	SIZE SIZE	RELIABILITY	

TALENTS CONTINUED	BACKGROUND			
	SOCIAL STATUS	EXPERIENCE		
NAME	EARNINGS	ASSETS		
EFFECT: NAME SKILL:	TRAITS, EVENTS & RELATIONSHIPS			
EFFECT:				
EFFECT:				
NAME SKILL:	BELONGINGS			
		) ENCUMBRANCE RELIABILITY	RESTRICTION	COST MAINTENANCE
NAME SKILL:				
NAME SKILL:				
NAME SKILL:				
EFFECT:				
EFFECT:				
NAME SKILL:				
NAME SKILL:				

## <u>SPELLS</u>

SPELL NAME				SPELL NAME			
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION
EFFECT:				_EFFECT:			
SPELL NAME	DIFFIQUETV	TABOT	DURATION	SPELL NAME	DIFFIGURTY	TABOLT	DURATION
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION
EFFECT:				EFFECT:			·1
SPELL NAME				SPELL NAME			
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION
EFFEGT:				EFFECT:			
SPELL NAME				SPELL NAME			
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION
EFFECT:	ΙΙ			EFFECT:	J	1	I]
SPELL NAME				SPELL NAME			
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION
EFFECT:				EFFECT:			

## LIFE PATH WORKSHEET

<u>PATH WORKSHEET</u>		]	CTA	RTING	AGILITY	AWARENESS	COORDINATION	INTELLIGEN	ICE M	ENTAL	PERSONALITY	PHYSIQUE	STRENG
H FACTION	AGE			ATUS									
LY HERITAGE			ENVIRON										
	LIFE POINTS		EDUC										
				EER 1									
	CHRONICLE POINTS		CUSTOMIS	TION									
ICATION				OTAL									
IGAIIUN													
	SKILL	SIGNATURE SKILL	EXPERTISE F		SIRTH CTION ST		IT EDUCATION	CAREER 1	CAREER 2	CAREER 3	CAREER 4	CUSTOMISATION (LIFE POINTS)	CUSTOMISA (2 SKILLS
	- ACROBATICS											,	
	CLOSE COMBAT												
	- UNARMED COMBAT												
E CAREER CHOICE	= STEALTH												
	OBSERVATION						_						
EER 1	– INSIGHT • THIEVERY												
	<ul> <li>RANGED WEAPONS</li> </ul>												
	- HEAVY WEAPONS												
	- GUNNERY												
	• PILOT												
	— SPACE												
EER 2	= EDUCATION												
	<u> </u>												
	MECHANICS     SURVIVAL												
	– VACUUM												
EER 3	= TREATMENT												
	- MEDICINE												
	– PSYCHOTHERAPY												
	- WILLPOWER												
	MYSTICISM												
	- ANIMAL HANDLING												
EER 4	LIFESTYLE												
	PERSUADE												
	- COMMAND • Resistance												
	ATHLETICS												
TS & EVENTS			TALE	NTS					BELONG	INGS			