CHARACTER SHEET ATTRIBUTES & SKILLS NAME AGILITY: FACTION SIGNATURE EXPERTISE / FOCUS TAI FNTS - ACROBATICS RANGED DAMAGE BONUS DREAD CLOSE COMBAT NAME 1 - UNARMED COMBAT SKILL: 20 • STEALTH 19-20 EFFECT: D2 AWARENESS: 18-20 NAME 17-20 SIGNATURE EXPERTISE SKILL: OBSERVATION 16-20 - INSIGHT EFFECT: THIEVERY NAME SKILL: COULDINATION CRITICAL INJURY SIITATS SKILL SIGNATURE EXPERTISE EFFECT: - RANGED WEAPONS - HEAVY WEAPONS NAME SKILL: 1-2 LOCATION - GUNNERY • PILOT MENTAL WOUNDS SOAK HEAD EFFECT: - SPACE NAME INTELLIGENCE: SKILL: SKILL SIGNATURE EXPERTISE / FOCUS EFFECT: - EDUCATION - LINGUISTICS - SCIENCE WEAPONS - MECHANICS 131 - SURVIVAL 2 3-5 6-8 LOCATION LOCATION NAME - VACUUM SOAK RIGHT ARM SOAK LEFT ARM - TREATMENT -RANGE DAMAGE MODE ENC SIZE RELIABILITY RELOADS - MEDICINE 1 0000 - PSYCHOTHERAPY 100 QUALITIES MENTAL: 9-14 LOCATION NAME - WILLPOWER SOAK TORSO RANGE DAMAGE MNDE ENC SIZE RELIABILITY RELITARS - MYSTICISM 0000 PERSONALITY: QUALITIES - ANIMAL HANDLING NAME - LIFESTYLE 100 LOCATION 15-17 18-20 LOCATION - PERSUADE 100 RANGE DAMAGE МППЕ RELIABILITY RELOADS ENC SI7F - COMMAND -RIGHT LEG LEFT LEG SOAK SOAK 00000QUALITIES PHYSIQUE: SIGNATURE EXPERTISE / FOCUS NAME - RESISTANCE -RANGE DAMAGE MODE ENC SIZE RELIABILITY RELOADS STRENGTH **CRITICAL WOUNDS SERIOUS WOUNDS** 00000QUALITIES - ATHLETICS

TALENTS CONTINUED		BACKGROUND	BACKGROUND												
NAME	SKILL:	SOCIAL STATUS		EXPERIENCE											
EFFECT:		EARNINGS													
NAME	ŚKILL:	INFLUENCE		ASSETS				7 7 4							
EFFECT:		TRAITS, EVENTS & RELATIONSHIPS													
NAME	SKILL:	TRAITS, EVENTO & RECATIONOMIS													
EFFECT:															
NAME	SKILL:		* * * * * * * * * * * * * * * * * * * *												
EFFECT:															
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EFFEGT:		BELONGINGS													
NAME	SKILL:	NAME	LOAL	ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	MAINTENANCE							
EFFECT:															
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NAME	SKILL:														
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NAME NAME NAME NAME NAME NAME NAME NAME	SKILL:														
EFFECT:															

SPELLS

SPELL NAME				SPELL NAME									
SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION						
EFFECT:				EFFECT:									
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SPELL NAME	SPELL NAME												
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SPELL NAME SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL NAME SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION						
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EFFECT:				EFFECT:									
SPELL NAME	SPELL NAME												
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OPEL MALE				OPEN AND									
SPELL NAME SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION	SPELL NAME SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION						
OFFICE / DAIN OFF / MURTUN	DITTOUL!	TAKULI	DONATION	STEEP SAIN GITT MOINTEN	DITTIOLITY OF THE PARTY OF THE	TARGET	DOMATION .						
EFFEOT:				EFFECT:									

LIFE PATH WORKSHEET													BUNASUS	STREWS III
BIRTH FACTION	AGE		S	TARTING	AGILIT	Y	AWARENESS (GURNINATIUN	INTELLIGE	(CE ME	NTAL	PERSONALITY	PHYSIQUE	STRENGTH
FAMILY HERITAGE	LIFE POINTS			SUTATUS THEMHO										
			EDUCATION Career 1											
	CHRONICLE POINTS		CUSTOMISATION											
EDUCATION				TOTAL										
	SKILL	SIGNATURE SKILL	EXPERTISE	FOCUS	BIRTH FACTION	STATUS	ENVIRONMENT	EDUCATION	CAREER 1	CAREER 2	CAREER 3	CAREER 4	CUSTOMISATION (LIFE POINTS)	CUSTOMISATION (2 SKILLS)
	ACROBATICS CLOSE COMPAT													
	- CLOSE COMBAT - Unarmed Combat													
FREE CAREER CHOICE	• STEALTH						*	1						
	- OBSERVATION												-	
CAREER I	- INSIGHT													
	THIEVERYRANGED WEAPONS													
	- HEAVY WEAPONS													
	- GUNNERY				288									Barrier Co.
	- PILOT													
CAREER 2	- SPACE - EDUCATION													
	- LINGUISTICS													
	- SCIENCE			V-W-S										
	• MECHANICS						70							
	- SURVIVAL - VACUUM													
CAREER 3	- TREATMENT													
DAILLING	- MEDICINE			225							3.4			
	- PSYCHOTHERAPY									9400				
	- WILLPOWER													
	MYSTICISMANIMAL HANDLING													
CAREER 4	LIFESTYLE				-1/9/7									
DAINLEIN 4	 PERSUADE 		1000											
	- COMMAND							2						
	RESISTANCE ATHLETICS		0.500											
	- AIRLEIIGA													
TRAITS & EVENTS			TAL	ENTS.						BELONG	NGS			(a)
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