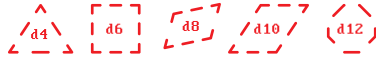


ATTRIBUTES:



AGILITY: _____ Δ□□□□□

SMARTS: _____ Δ□□□□□

SPIRIT: _____ Δ□□□□□

STRENGTH: _____ Δ□□□□□

VIGOR: _____ Δ□□□□□

DERIVED STATS:

CHARISMA: (0+ hindrances/edges): _____

PACE: (6 average) _____ :

PARRY: (2+ half fighting) _____ :

TOUGHNESS: (2+ half vigor) _____ :

Name: _____ Race: _____

Rank: _____ Exp: _____

EDGES:

Novice:

_____ 5 _____
_____ 10 _____ 15 _____

Seasoned:

_____ 25 _____
_____ 30 _____ 35 _____

Veteran:

_____ 45 _____
_____ 50 _____ 55 _____

Heroic:

_____ 65 _____
_____ 70 _____ 75 _____

Legendary:

_____ 90 _____
_____ 100 _____ 110 _____

SKILLS:

_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□
_____ Δ□□□□□

HINDRANCES:

PERMANENT INJURIES:

NEMEZIS

WEAPONS:

WEAPON	Range	ROF	Damage	Weight	Note
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ARMORS:

ARMOR	Area protected	Protection	Weight
_____	_____	_____	_____
_____	_____	_____	_____

ENCUMBRANCE:

Value: _____

Total WT carried: _____ Weight limit: _____ Encumbrance penalty: _____

EQUIPMENT:

IMPLANTS:

PSIONIC POWERS:

POWER	Cost	Range	Damage/ffect	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

PP: _____ < * * * * * * * * * * * * * * >

DEFLECTORS AND FORCE FIELDS:

DEFLECTORS: _____ FORCE FIELDS: _____

WOUNDS

-1

-2

-3

INC

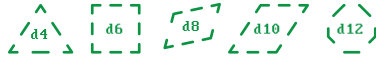
-2

-1

FATIGUE



ATTRIBUTES:



AGILITY: _____ Δ□□□□

SMARTS: _____ Δ□□□□

SPIRIT: _____ Δ□□□□

STRENGTH: _____ Δ□□□□

VIGOR: _____ Δ□□□□

DERIVED STATS:

CHARISMA: (0+ hindrances/edges): _____

PACE: (6 average) _____ :

PARRY: (2+ half fighting) _____ :

TOUGHNESS: (2+ half vigor) _____ :

Name: _____ Race: _____

Rank: _____ Exp: _____

EDGES:

Novice:

_____ 5 _____

10 _____ 15 _____

Seasoned:

_____ 25 _____

30 _____ 35 _____

Veteran:

_____ 45 _____

50 _____ 55 _____

Heroic:

_____ 65 _____

70 _____ 75 _____

Legendary:

_____ 90 _____

100 _____ 110 _____

SKILLS:

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

_____ Δ□□□□

HINDRANCES:

PERMANENT INJURIES:

NEMEZIS

WEAPONS:

WEAPON	Range	ROF	Damage	Weight	Note
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ARMORS:

ARMOR	Area protected	Protection	Weight
_____	_____	_____	_____
_____	_____	_____	_____

PSIONIC POWERS:

POWER	Cost	Range	Damage/ffect	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

PP: _____ < * * * * * * * * * * >

ENCUMBRANCE:

Value: _____

Total WT carried: _____ Weight limit: _____ Encumbrance penalty: _____

EQUIPMENT:

IMPLANTS:

DEFLECTORS AND FORCE FIELDS:

DEFLECTORS:	FORCE FIELDS:
_____	_____
_____	_____

WOUNDS

-1

-2

-3

INC

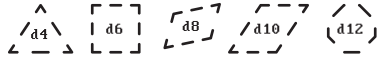
-2

-1

FATIGUE



ATTRIBUTES:



AGILITY: _____

SMARTS: _____

SPIRIT: _____

STRENGTH: _____

VIGOR: _____

DERIVED STATS:

CHARISMA: (0+ hindrances/edges): _____

PACE: (6 average) _____

PARRY: (2+ half fighting) _____

TOUGHNESS: (2+ half vigor) _____

Name: _____ Race: _____

Rank: _____ Exp: _____

EDGES:

Novice: _____

10 _____ 5 _____

15 _____

Seasoned: _____

25 _____

30 _____ 35 _____

Veteran: _____

45 _____

50 _____ 55 _____

Heroic: _____

65 _____

70 _____ 75 _____

Legendary: _____

90 _____

100 _____ 110 _____

SKILLS:

HINDRANCES:

PERMANENT INJURIES:

NEMEZIS

WEAPONS:

WEAPON	Range	ROF	Damage	Weight	Note
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ARMORS:

ARMOR	Area protected	Protection	Weight
_____	_____	_____	_____
_____	_____	_____	_____

PSIONIC POWERS:

POWER	Cost	Range	Damage/ffect	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

PP: _____ < * * * * * * * * * * * * * * >

ENCUMBRANCE:

Value: _____

Total WT carried: _____ Weight limit: _____ Encumbrance penalty: _____

EQUIPMENT:

IMPLANTS:

DEFLECTORS AND FORCE FIELDS:

DEFLECTORS: _____ FORCE FIELDS: _____

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

