

CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

PLAYER

<b>SOAK VALUE</b>	<b>WOUNDS</b>	<b>STRAIN</b>	<b>DEFENSE</b>
	<b>THRESHOLD</b>   <b>CURRENT</b>	<b>THRESHOLD</b>   <b>CURRENT</b>	<b>RANGED</b>   <b>MELEE</b>

CHARACTERISTICS

<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>
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SKILLS

GENERAL SKILLS	CAREER?	RANK	COMBAT SKILLS	CAREER?	RANK
Astrogration (Int)		▶▶▶▶▶▶▶▶▶▶	Brawl (Br)		▶▶▶▶▶▶▶▶▶▶
Athletics (Br)		▶▶▶▶▶▶▶▶▶▶	Gunnery (Ag)		▶▶▶▶▶▶▶▶▶▶
Charm (Pr)		▶▶▶▶▶▶▶▶▶▶	Melee (Br)		▶▶▶▶▶▶▶▶▶▶
Coercion (Will)		▶▶▶▶▶▶▶▶▶▶	Ranged - Light (Ag)		▶▶▶▶▶▶▶▶▶▶
Computers (Int)		▶▶▶▶▶▶▶▶▶▶	Ranged - Heavy (Ag)		▶▶▶▶▶▶▶▶▶▶
Cool (Pr)		▶▶▶▶▶▶▶▶▶▶			
Coordination (Ag)		▶▶▶▶▶▶▶▶▶▶	<b>KNOWLEDGE SKILLS</b>		
Deception (Cun)		▶▶▶▶▶▶▶▶▶▶	Core Worlds (Int)		▶▶▶▶▶▶▶▶▶▶
Discipline (Will)		▶▶▶▶▶▶▶▶▶▶	Education (Int)		▶▶▶▶▶▶▶▶▶▶
Leadership (Pr)		▶▶▶▶▶▶▶▶▶▶	Lore (Int)		▶▶▶▶▶▶▶▶▶▶
Mechanics (Int)		▶▶▶▶▶▶▶▶▶▶	Outer Rim (Int)		▶▶▶▶▶▶▶▶▶▶
Medicine (Int)		▶▶▶▶▶▶▶▶▶▶	Underworld (Int)		▶▶▶▶▶▶▶▶▶▶
Negotiation (Pr)		▶▶▶▶▶▶▶▶▶▶	Xenology (Int)		▶▶▶▶▶▶▶▶▶▶
Perception (Cun)		▶▶▶▶▶▶▶▶▶▶	Other:		▶▶▶▶▶▶▶▶▶▶
Piloting - Planetary (Ag)		▶▶▶▶▶▶▶▶▶▶			
Piloting - Space (Ag)		▶▶▶▶▶▶▶▶▶▶	<b>CUSTOM SKILLS</b>		
Resilience (Br)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Skulduggery (Cun)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Stealth (Ag)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Streetwise (Cun)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Survival (Cun)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶
Vigilance (Will)		▶▶▶▶▶▶▶▶▶▶			▶▶▶▶▶▶▶▶▶▶

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

MOTIVATIONS

TYPE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TYPE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER DESCRIPTION

GENDER: \_\_\_\_\_

AGE: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

BUILD: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

NOTABLE FEATURES:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

OTHER:

\_\_\_\_\_

\_\_\_\_\_

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OBLIGATIONS

TYPE: \_\_\_\_\_

\_\_\_\_\_

MAGNITUDE: \_\_\_\_\_

\_\_\_\_\_

COMPLICATIONS: \_\_\_\_\_

\_\_\_\_\_

TYPE: \_\_\_\_\_

\_\_\_\_\_

MAGNITUDE: \_\_\_\_\_

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COMPLICATIONS: \_\_\_\_\_

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CREDITS

WEAPONS & ARMOR \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PERSONAL GEAR

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\_\_\_\_\_

EQUIPMENT LOG

ASSETS & RESOURCES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
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