

CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES



PLAYER

SOAK VALUE

WOUNDS

THRESHOLD
CURRENT

STRAIN

THRESHOLD
CURRENT

DEFENSE

RANGED
MELEE

CHARACTERISTICS

BRAWN
AGILITY
INTELLECT
CUNNING
WILLPOWER
PRESENCE
FORCE

SKILLS

GENERAL SKILLS	CAREER?	SPECIAL	RANK
Astrogation (Int)	<input type="radio"/>		<input type="text"/>
Athletics (Br)	<input type="radio"/>		<input type="text"/>
Charm (Pr)	<input type="radio"/>		<input type="text"/>
Coercion (Will)	<input type="radio"/>		<input type="text"/>
Computers (Int)	<input type="radio"/>		<input type="text"/>
Cool (Pr)	<input type="radio"/>		<input type="text"/>
Coordination (Ag)	<input type="radio"/>		<input type="text"/>
Deception (Cun)	<input type="radio"/>		<input type="text"/>
Discipline (Will)	<input type="radio"/>		<input type="text"/>
Leadership (Pr)	<input type="radio"/>		<input type="text"/>
Mechanics (Int)	<input type="radio"/>		<input type="text"/>
Medicine (Int)	<input type="radio"/>		<input type="text"/>
Negotiation (Pr)	<input type="radio"/>		<input type="text"/>
Perception (Cun)	<input type="radio"/>		<input type="text"/>
Piloting - Planetary (Ag)	<input type="radio"/>		<input type="text"/>
Piloting - Space (Ag)	<input type="radio"/>		<input type="text"/>
Resilience (Br)	<input type="radio"/>		<input type="text"/>
Skulduggery (Cun)	<input type="radio"/>		<input type="text"/>
Stealth (Ag)	<input type="radio"/>		<input type="text"/>
Streetwise (Cun)	<input type="radio"/>		<input type="text"/>
Survival (Cun)	<input type="radio"/>		<input type="text"/>
Vigilance (Will)	<input type="radio"/>		<input type="text"/>

COMBAT SKILLS	CAREER?	SPECIAL	RANK
Brawl (Br)	<input type="radio"/>		<input type="text"/>
Gunnery (Ag)	<input type="radio"/>		<input type="text"/>
Melee (Br)	<input type="radio"/>		<input type="text"/>
Ranged - Light (Ag)	<input type="radio"/>		<input type="text"/>
Ranged - Heavy (Ag)	<input type="radio"/>		<input type="text"/>

KNOWLEDGE SKILLS	CAREER?	SPECIAL	RANK
Core Worlds (Int)	<input type="radio"/>		<input type="text"/>
Education (Int)	<input type="radio"/>		<input type="text"/>
Lore (Int)	<input type="radio"/>		<input type="text"/>
Outer Rim (Int)	<input type="radio"/>		<input type="text"/>
Underworld (Int)	<input type="radio"/>		<input type="text"/>
Xenology (Int)	<input type="radio"/>		<input type="text"/>
Other:			<input type="text"/>

CUSTOM SKILLS	SPECIAL
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

MOTIVATIONS

TYPE: _____	TYPE: _____
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OBLIGATIONS

TYPE: _____	TYPE: _____
MAGNITUDE: _____	MAGNITUDE: _____

CHARACTER DESCRIPTION

GENDER: _____

AGE: _____

HEIGHT: _____

BUILD: _____

HAIR: _____

EYES: _____

TYPE: _____	TYPE: _____
MAGNITUDE: _____	MAGNITUDE: _____

CRITICAL INJURIES

EQUIPMENT LOG

CREDITS
